NOBUNAGA'S AMBITION®

IRON TRIANGLE

KOEI®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOBUNAGA'S AMBITION
IRON TRIANGLE

Getting Started 02

Starting Up 03

Starting the Game 04

- Start Menu 04
- Starting a New Game 04
- Save 05
- Load 05
- Quit 05
- Challenge Mode 06
- Game Settings 06
- Officer Edit 06

Game Screens & Controls 08

The World of "Nobunaga's Ambition: Iron Triangle" 14

- Game Objective 14
- Bases & Commands 14
- Victory Conditions / Defeat Conditions 14
- Increasing Fame 14
- Game Progress 15
- A Sample Year 15
- Advancing the Game 16

Developing your Territory 18

Developing your Territory 18

Recruiting Personnel 24

Obtaining Technology 26

Strengthening your Army 30

Diplomacy & Negotiations 32

Executing Strategies 34

Going to Battle 36

Review / Province 42

Commands 44

- City 44
- Personnel 44
- Military 44
- Strategy 45
- Diplomacy 45
- Review 46
- Provinces 46
- Info 47
- Unit Commands 47
- Menu Commands 47
- Help Commands 47

Info 48

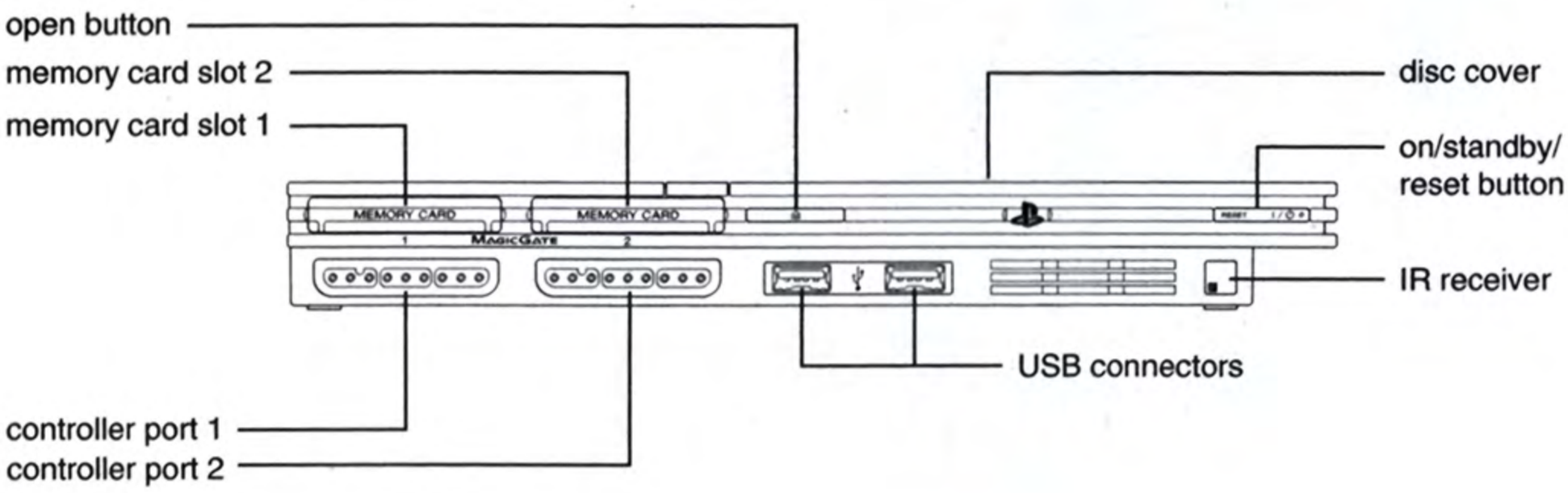
- Overview 48
- Bases 48
- Provinces 49
- Units 50
- Items 50
- Titles 51
- Ranks 51
- Officers 51

Hints & Tips 52

Warranty 53

*Screenshots taken from the development version of the game.

Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Nobunaga's Ambition®: Iron Triangle* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Starting the Game

START MENU

1. Insert a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.
   *A memory card (8MB)(for PlayStation®2) is required in order to save game data. For more details on using memory cards, please refer to the console's instruction manual.
2. Turn on the power of your PlayStation®2 console and insert the game disc.
3. The game will start up and the opening sequence will play. Once the opening has finished, or if you press the ⊗ button, the Title Screen will be displayed.
4. Pressing the START button at the Title Screen will bring up the Start Menu.

Continue	Load saved data and resume a previously played game.	
New Game	Start a new game.	
Tutorial	View an explanation of how to play the game.	
Officer Edit	Create original officers or edit the data of existing historical officers (➡P.06).	
Options	Game Settings	Adjust the settings for playing the game (➡P.06).
	BGM Gallery	Listen to the music from the game.

STARTING A NEW GAME

Select [New Game] from the Start Menu.

1 Select a Mode

Choose which game mode you wish to play.

Unification Mode	Try and unite all 60 fiefs across the land.
Local Mode	Try and unite the fiefs in your local region.
Challenge Mode	Assume control of a clan and try to achieve a specified objective within the time limit. The objectives will vary depending on the scenario (➡P.06).

2 Select a Scenario

Choose which scenario you wish to play. There are 4 historical scenarios and 1 fictional one to start with. Depending on the scenario, the daimyō you can select will differ.

Select Scenario
100 years have passed since the Ōnin War shocked the land. During that time, numerous warriors tried valiantly to unite the land, with each of them eventually being swallowed by the chaos. Ironically, it was this quest for peace that caused the
May 1555

By completing certain conditions, you will be able to unlock additional scenarios.

3 Select a Region (Regional Mode only)

Choose a region to play. There are a total of 6 in all ([Ezo/Mutsu/Dewa], [Kantō], [Kōshin/Hokuriku/Tōkai], [Kinki], [Sanyō/Sanin/Shikoku] and [Kyūshū]). Depending on the region, the daimyō you can choose from will differ.

4 Select a Location

Choose the location where you wish to start from. By aligning the cursor with a fief, you can review some basic information on that clan.

Use the cursor to select a family crest.

5 Select the Gameplay Settings

Decide on game settings such as difficulty level, etc. You cannot change these settings after starting the game. However, the [Game Settings] (➡P.06) can be adjusted by going to [Options] in the Start Menu or from within the game.

Difficulty	Easy / Normal / Hard
Lifespan	Actual / Extended / Infinite
Battle Deaths	None / Standard / Often
Created Officers	Off / On
Historical Officers	Off / On
Historical Events	On / Own / Off

6 Confirm

Confirm all of the settings selected so far. Press the ⊗ button to start the game. By pressing the ▢ button, you can make another officer within the clan the daimyō, including created officers.

SAVE

In order to save while playing a game, go to the Menu Command, [Save] (➡P.47). You are unable to save while the game is in the Active Phase (➡P.15).

*This game uses a memory card (8MB)(for PlayStation®2) to save games (up to 6 saves per memory card). At least 1,215KB of free space are required in order to save.

LOAD

Load previously saved data. Select [Continue] from the Start Menu and choose the data you wish to load. In order to load while playing a game, go to the Menu Command, [Load] (➡P.47) and choose the data you wish to load.

QUIT

To quit the game, go to the Menu Command, [Quit] (➡P.47).

*If you do not save before quitting your game, all of your progress since the previous save will be lost.

CHALLENGE MODE

Assume control of a clan and try to achieve the specified objective within the time limit. The objectives will vary depending on the scenario. At first, you can only choose from 2 scenarios, but by clearing them, you can unlock even more to play.

Objective
Scenario Longing for the Sea
Daimyō Shingen Takeda
Contents Occupy Kushiwazaki Port by the end of August 1561.

Try and complete the listed objective.

GAME SETTINGS

Set the game settings by going to [Options] - [Game Settings] in the Start Menu (➡P.04). You can also edit these settings during the game by going to [Game Settings] in the Menu Commands (➡P.47).

Game Speed	Slow / Normal / Fast
Message Speed	Pause / Normal / Fast
Cursor Speed	Slow / Normal / Fast
Scroll Speed	Slow / Normal / Fast
Map Unit Info	On / Simple / Off
Tactics Animations	Detailed / Simple / No voice
Borders	On / Off

Vibration	Off / On
Sound	Mono / Stereo
BGM Volume	Adjust the volume of the game's music.
SE Volume	Adjust the volume of the game's sound effects.
Screen Adjust (Press the ◉ button)	Adjust the positioning of the game screen and the brightness of the game on your television.

OFFICER EDIT

Create your own original officers or edit the data for existing historical officers. You can register up to a total of 100 officers.

◆ Created Officers

Create new officers and register them in the game.

Create	Create a new officer.
Edit	Edit the data of a previously created officer.
Delete	Delete a previously created officer.
Save	Save any changes to your created officers.

Load	Load previously created officers.
Register	Decide whether your created officers will appear within the game or not.

To make created officers appear in the game...

1. Create a new officer and then use the [Save] command to save the data.
2. Use the [Register] command and select [Yes] for the created officers you want to appear in the game.
3. When starting the game, set [Created Officers] (➡P.05) in the Gameplay Settings to [On].

◆ Historical Officers

Edit the data of the historical officers within the game.

Edit	Edit the data of an existing historical officer.
Reset	Reset the data of an edited historical officer to its original values.
Save	Save any changes to the historical officers.
Load	Load previously edited historical officers.
Register	Decide whether the changes you have made to the historical officers will be reflected in the game or not.

To edit the data of historical officers in the game...

1. Edit the historical officer's data and then use the [Save] command to save the data.
2. Use the [Register] command and select [Yes] for the edited officers you want to appear in the game.
3. When starting the game, set [Historical Officers] (➡P.05) in the Gameplay Settings to [On].

◆ Editing Officer Data

Surname / Name	Both the surname and name must be within 11 characters (total of 22 characters for the entire name).
Face	Select a face for the officer.
Abilities	Each ability can be adjusted on a scale of 1-120 (1-100 for Virtue).
Aptitude	Set the aptitude of the officer in each category, with S>A>B>C>D.

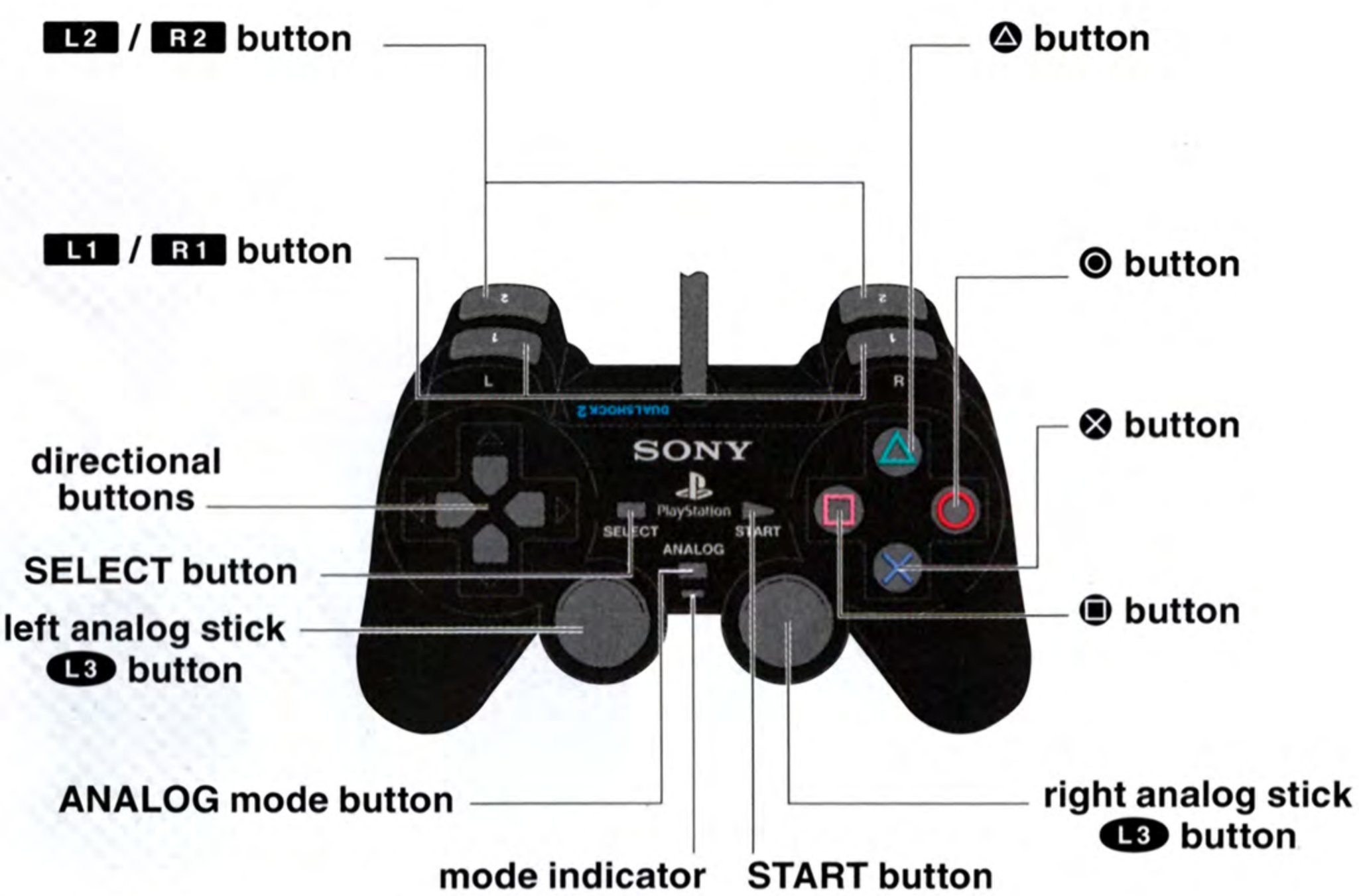
Tactics	Select the Tactics you wish your officer to have. Each officer can only have 1 Special Tactic.

Birth	Set the gender, vocation, religion and voice (type) of your officer.
Status	If you select [Officer], the officer will appear as a retainer, and if you select [Rōnin], the officer will appear as a free officer.
Base	Set the base where the officer will appear.
Affinity	Select the person that the officer gets along with. Depending on who you choose, your affinity with other officers will be determined.
Friend	Select the person that the officer is closest with.
Nemesis	Select the person that the officer dislikes the most.
Father	Select the person that is the officer's father.
Lifespan	Set the birth year and lifespan of the officer.

Game Screens & Controls

DUALSHOCK®2 ANALOG CONTROLLER

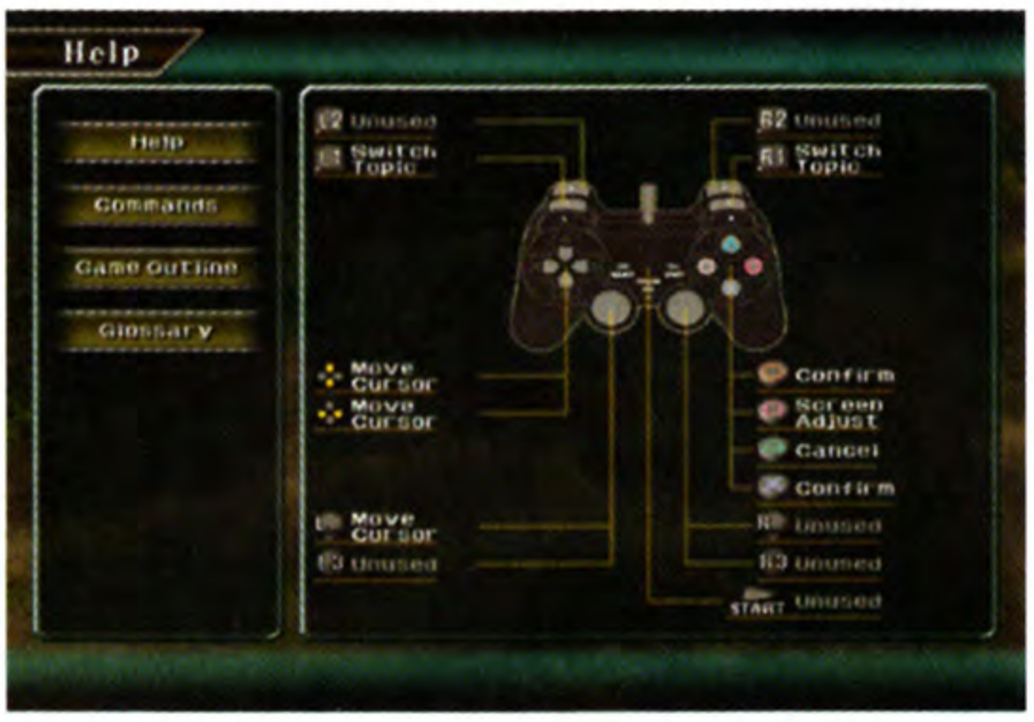
This game only supports controller port 1. The controls are the same for the DUALSHOCK® analog controller. The digital controller cannot be used.



* The L3 button and R3 button function when pressing down on the left analog stick and right analog stick, respectively.
* When you start up the game, it will automatically enter into ANALOG mode. You cannot switch to DIGITAL mode using the ANALOG mode button. The mode indicator is always red (ANALOG mode).
* You cannot set the vibration function by using the ANALOG mode button. Please use [Gameplay Settings] - [Vibration] (➡P.06) to turn the vibration function on and off.

CONTROLS GUIDE & HELP FEATURE

In the bottom right of the screen, a controls guide is constantly displayed. Look to it when you are unsure of the controls for a particular screen. By pressing the SELECT button, a help feature will be displayed. In addition to detailed control explanations, information about the commands and terms used within the game is also given. You can exit the help feature at any time by pressing the △ button.



CONTROLS OVERVIEW

Depending on the screen, the game controls will differ.

Button	Planning Phase (Base/Unit Commands displayed)	Planning Phase (Base/Unit Icon displayed)	Active Phase
directional buttons	Up/Down: Move cursor	Left/Right: Switch between Base and Unit Icons	
left analog stick	Up/Down: Move cursor	Move cursor	
right analog stick	—	Up/Down: Zoom in/out Left/Right: Rotate camera	
R1 button	Display Base Icon (only when giving Base Commands)	Jump to the currently displayed Base /Unit Icon	
R2 button	—	Use Tactic (only when Unit Icon is displayed) Return camera to neutral position (only when Base Icon is displayed)	
R3 button	—	Display the Base/Unit Commands for the currently displayed icon without moving the map	
L1 button	—	Switch between Base and Unit Icons	
L2 button	Display Information Menu (➡P.48)		
L3 button	—	Switch to the Mini-Map (➡P.10)	
○ button	Switch to Active Phase (only during Base Commands)	Switch to Active Phase	Switch to Planning Phase
✕ button	Confirm command	Confirm Base/Unit	
△ button	Cancel	Scroll (➡P.11) (hold down the ✕ button)	
□ button	—	Move the map and display the Base /Unit Commands for the currently displayed icon	
START button	Display Menu Commands (➡P.47)		Display Menu Commands (➡P.47) (unable to save)
SELECT button	Display Help Feature		

Button	Function	Numerical Input
directional buttons	Move cursor	Left/Right: Increase/decrease number
left analog stick	Move cursor	Left/Right: Increase/decrease number
right analog stick	—	—
R1 button	Switch tabs	Input max/half numbers
R2 button	Sort	Increase numerical input units
R3 button	—	—
L1 button	Switch tabs	Input minimum/half numbers
L2 button	Switch to Main Map (depends on screen)	Decrease numerical input units
L3 button	—	—
○ button	—	Confirm
✕ button	Confirm	Confirm
△ button	Cancel	Cancel
□ button	Switch page (use the up and down directional buttons while holding down the □ button)	—
START button	—	—
SELECT button	Display Help Feature	—

OTHER CONTROLS

There are additional special controls within the game. For more details, please refer to the controls guide.

Button	Controls	Description
◎ button	Auto/Confirm	Confirm commands without choosing [Confirm] / Confirm your selections
□ button	Set a waypoint	Create a waypoint for your units when selecting their objective Units will move to their objective by passing through the waypoint
R1 + left and right directional buttons	Switch bases	Switch between bases in order of Base Icon (can also be used when commands are displayed)
□ + up and down directional buttons	Scroll page	Scroll through pages while looking at lists

GAME SCREENS

◆ Main Game Screen

When the meter completes one cycle, the game proceeds to the next month.

Planning Phase (Icons displayed)

Mini-Map

Press the L3 button to move the cursor to the Mini-Map.

Controls Guide

Base Icon (➡P.12)

Select a base by using the left and right directional buttons. Press the L1 button to switch to the Unit Icons (only when units are marching).

Unit Icon (➡P.12)

Base (Unit/Facility) Info

This is displayed when you align the cursor with the Base (Unit/Facility).

△ button

Planning Phase (Commands Displayed)

Base Commands

Available

Unavailable

Select a base with the cursor and press the ⊗ button

or

Select a Base Icon and press the ○ button or R3 button.

○ button

Active Phase

Switch with the ○ button

Switching to the Active phase allows time to proceed.

Events that happen during the game will be displayed here.

Release the △ button to return

Hold down the △ button

Scroll

Arrows will appear pointing in each direction.

Use the left analog stick to scroll around the map.

◆ Base Icon

Base Name

Base Types

- Castle
- Fortress
- Port

Number of available officers

◆ Unit Icon

Type

Troops

Morale

Tactics the unit has equipped
(Can be used if the light is flashing)

Unit Actions

- March
- Attack
- Enter

Unit Status
(➡P.38)

Objective

Will Gauge

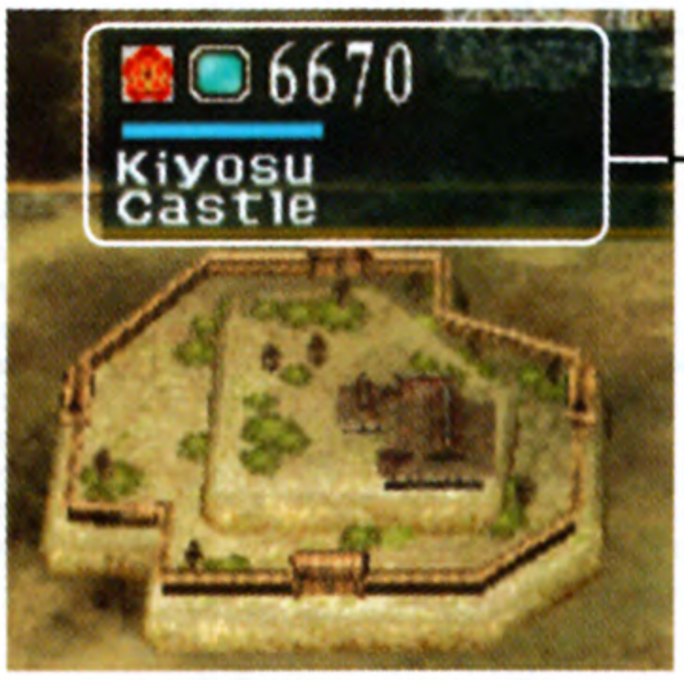
When you are able to use a Tactic, the color of the gauge will change.

- Unable to use Tactic
- Ready to use Tactic 1
- Ready to use Tactic 2
- Ready to use Tactic 3

Unit Types (➡P.36)

Infantry	Cavalry	Bow	Bow Cavalry	Musket
Dragoon	Ram	Tower	Cannon	Skiff
Boat	Warship	Battleship	Transport	Engineer

◆ Your Bases



Morale 5 levels

Low				High
1-20	21-40	41-60	61-80	81-100

HP Bar (the more HP, the longer the bar becomes)

Low — High

*The HP Bar for citadels will change color from Blue to Yellow rather than increase in length.

◆ Other Forces' Bases

You are unable to select commands that you cannot perform.

When you select an enemy base, a list of commands you can perform will be displayed.

Ally	A base whose daimyō you have an alliance with (➡P.32).
Truce	A base whose daimyō you have a truce with (➡P.32).
Request	A base you have requested reinforcements for (➡P.32).
Target	Displayed on all of the bases of the targeted clan in a coalition (➡P.52).

◆ Info Screens

Switch tabs with the L1/R1 buttons.

On the map screen, you can see your diplomatic relations with other clans at a glance.

Select using the up and down directional buttons and press the ⊗ button to confirm.

Switch with the L2 button
(Clan/Base/Province only)

Detailed Information is displayed.

Select a category using the left and right directional buttons and press the ⊗ button to bring up more detailed info.

The World of "Nobunaga's Ambition: Iron Triangle"

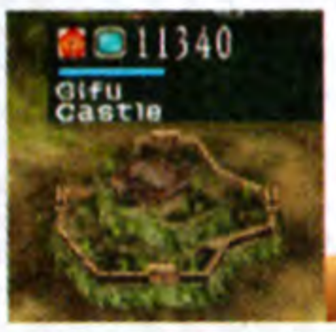
GAME OBJECTIVE

You assume the role of a Sengoku Era daimyō and take control of a clan (also known as a force). By building facilities and learning new technologies, you can increase the strength of your force, and through diplomacy and fighting battles, can increase the size of your territory. The ultimate objective of the game is to unite the entire land under one daimyō.

Try and unite the land.

BASES & COMMANDS

Each force controls a certain number of bases, which include Castles, Fortresses and Ports. Depending on the type of base, the commands (orders) you can issue differ (➡P.44-47). The Governor of the base will be automatically decided based upon the officers inside.

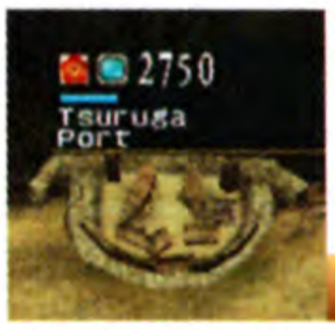


Castle

- Able to upgrade the castle and its defenses
- Able to perform almost all of the various commands

Fortress

- Able to demolish
- The types of commands are severely limited



Port

- Can move between ports via sea
- Can build ships
- The types of commands are limited

VICTORY CONDITIONS / DEFEAT CONDITIONS

Fulfilling one of the following conditions will end the game.

Victory Conditions

- Capture all of the bases on the map
- Capture more than half of the castles on the map and have alliances with the forces in charge of the remaining ones (Only in Unification Mode. If a force other than yours captures more than half of the bases and forms an alliance with the remaining forces, then the game will end.)

Defeat Conditions (Game Over)

- Lose all of the bases under your control
- Your daimyō dies without a next of kin
- The game reaches the year 1700

INCREASING FAME

Each daimyō has a Fame rating. The higher your Fame rating, the more benefits you will receive, such as an increase in the amount that your Popularity rises by each month, receiving Ranks and Titles, and it will be easier to succeed at things such as alliances, threats and employing officers.

Actions that increase Fame

- Winning battles and placing bases under your control
- Obtaining technologies that other forces do not know
- Building districts
- Releasing prisoners
- Sending reinforcements when asked
- Agreeing to alliances, truces and other negotiations without conditions
- Participating in coalitions (➡P.52)

Actions that decrease Fame

- Losing battles and bases under your control
- Executing your officers
- Attacking enemy districts and facilities and disabling them (➡P.40)
- Not sending reinforcements when asked
- Refusing requests for reinforcements despite having sufficient troop strength to do so
- Dissolving alliances
- Refusing to participate in coalitions

GAME PROGRESS

The game progresses in real time while in the Active Phase. The game speed can be adjusted in the [Game Settings] (➡P.06) under [Game Speed]. You give orders in the Planning Phase and when finished, can proceed to the Active Phase. There is no limit to the number of commands you can give, but each command requires a specific number of days to carry out. Depending on the command, officers with higher abilities may be able to finish the task faster. A single officer is unable to carry out multiple commands at the same time. Be sure to keep in mind the effectiveness and days required when assigning commands to your officers.

Press the ◉ button.

Time will stop so that you can view and assign commands.

Once you have given the orders, press the ◉ button and time will resume.

Repeat

A SAMPLE YEAR

Each year is divided into 12 months and 4 seasons. When the meter (➡P.10) on the main game screen completes one cycle, it will change to the next month. As the months and seasons change, a variety of events such as disasters (➡P.52) can occur.

Season/Month		Set Events	Random Events
Spring	March	Collect Taxes / Food Harvest (Fields/Fisheries) (If you learn the technology [Crop Rotation], food can be harvested from paddies during Spring)	Visitors, Riots
	April		
	May		
Summer	June	Collect Taxes / Food Harvest (Fields/Fisheries)	Typhoons, Visitors, Riots
	July		
	August		
Fall	September	Collect Taxes / Food Harvest (Paddies/Fields/Fisheries)	Bountiful Harvests, Droughts, Plagues, Typhoons, Visitors, Riots
	October		
	November		
Winter	December	Collect Taxes / Food Harvest (Fields/Fisheries)	Visitors, Riots
	January	Officer age increases by 1 year	Officers are born and come of age, Blizzards
	February		Blizzards

ADVANCING THE GAME

There is no set way to play "Nobunaga's Ambition: Iron Triangle". The actions you should take will differ depending on the condition of the forces surrounding you, as well as things such as Fame and the game's difficulty level. However, there are 3 important things that remain constant in your quest to unite the land.

1. Increase the strength of your fiefdom

- Obtain supplies and personnel
- Learn new technologies
- Strengthen your army

2. Interact with rival clans

- Form alliances
- Negotiate and make requests for reinforcements
- Use strategies to weaken the enemy

3. Expand your territory

- Win battles
- Form new provinces

1 Increase the strength of your fiefdom

Develop your territory in order to increase your supplies of Gold and Food. The more capable the officer selected to execute the necessary tasks, the better the results you will receive. But remember, if your force is weak while your neighbors are strong, you should first focus on building up your defenses. Then you can try and learn new technologies to increase your strength. Once your fiefdom has been built up, prepare your military to begin attacking rival daimyō.

➡P.18 [Developing your Territory]
➡P.24 [Recruiting Personnel]
➡P.26 [Obtaining Technology]
➡P.30 [Strengthening your Army]

Objectives

Obtain supplies and personnel
Learn new technologies

First, build facilities and increase your supplies of Gold and Food.

Learning new technology is essential for strengthening your fiefdom.

2 Interact with rival clans

If your fiefdom is weak and is surrounded by multiple daimyō, then you should try and form alliances to avoid fighting too many battles at once. If you form an alliance, you can ask for reinforcements when attacked by other forces and you can learn new technologies that your ally knows. Additionally, there are various ways to weaken the enemy forces, such as luring away their officers or inciting riots in their territories. When invaded by the enemy, use strategies effectively to repel their attack.

➡P.32 [Diplomacy & Negotiations]
➡P.34 [Executing Strategies]

Objectives

Form alliances to avoid unnecessary battles

Use strategies to weaken the other forces

Avoiding battles through alliances is a wise strategy.

Getting officers to defect to your side is one way to increase your fiefdom's strength.

3 Expand your territory

Once you have built up your fiefdom's strength, it is time to go to war. Tactics are useful skills that your officers can use and even link together to instantly turn the tables on the enemy. If you win a battle, then you should reward your officers with raises and gifts to build an even more loyal and powerful army. Additionally, once you have expanded your territory, consider creating new provinces and turn control of them over to your officers so you can focus on other matters.

➡P.36 [Going to Battle]
➡P.42 [Review/Province]

Objectives

Win battles

Form new provinces

Use Tactics to quickly defeat the enemy.

When you capture new bases, think about forming provinces.

Developing Your Territory

Build districts, facilities and fortresses and upgrade your castles to increase the strength of your fiefdom!

Building Facilities

➡P.44 City Command [Build]

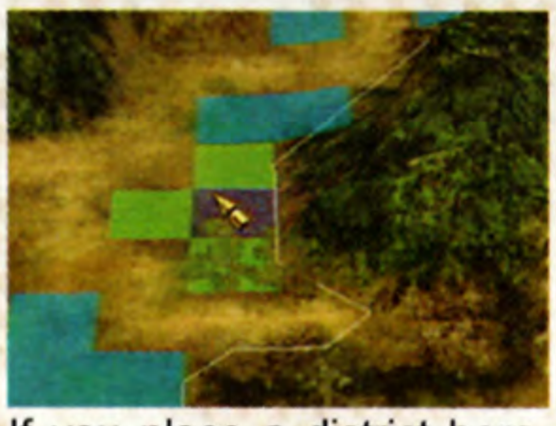
Build new facilities to develop your territory.

1 Select a type of district/facility

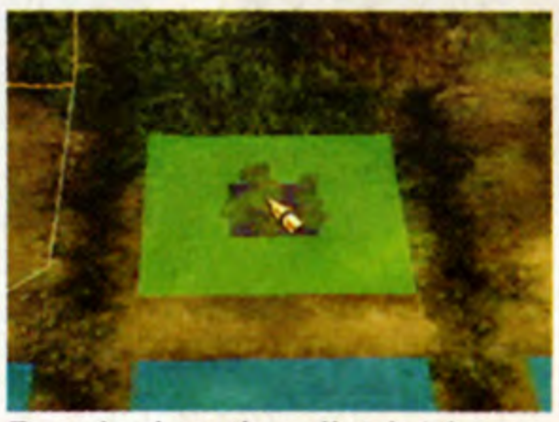
Choose the district or facility you wish to build. Building costs differ depending on what you build. For castles, first build districts and then build facilities around them. The number and type of districts that you can build depends on the base. Additionally, the types of facilities you can build change by district (➡P.20-21). For ports, you can build facilities without first building districts. By pressing the L2 button, you can see the number of facilities that have been built at that base.

2 Select a location to build on

Choose where you want to build the district or facility. Possible locations will be colored blue. In the case of districts, placing the cursor on available land will turn the surrounding area yellow to show where facilities can be built. The number of districts you can build is set, so you should try and place them where you can maximize the number of facilities. You can have up to 3 buildings in the queue at one time (can be a combination of districts and facilities).



If you place a district here, you can only build up to 3 facilities.



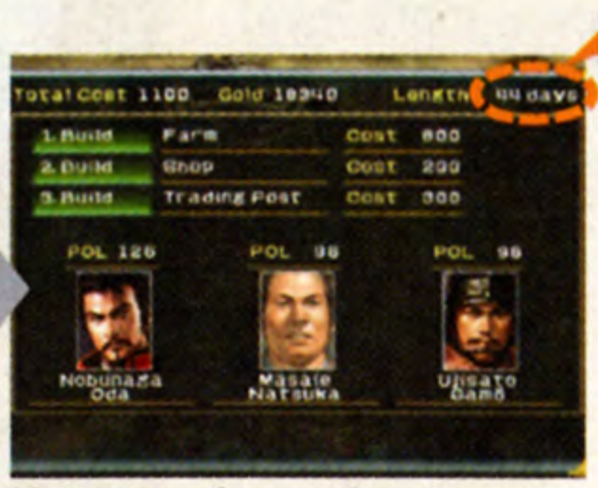
By placing the district here, you can build up to 8 facilities.

You can select up to 3 locations at once to build.

3 Select an officer

Choose officers (1-3) to carry out the command. The higher the Politics rating of the officer, the shorter the construction time will be.

It takes 1 person 77 days to complete the task...



However, 3 people can complete it in 44 days.

These officers need 141 days due to their low Politics rating.

4 Confirm your choices

Once you have decided on a facility, location and officer, select [Confirm]. Proceed to the Active Phase in order to begin the construction. When the district or structure is complete, the land will glow blue.

If the land glows blue, it's a sign that construction is finished.

CONSTRUCTION HINTS

Which facilities should I build first?

Your most important asset is Gold, so Shops should be the first thing you build. Gold is also used to pay officer stipends, so you can never have too much. You can purchase Food with Gold, so worry about building Fields and Paddies later. Other good things to build include Barracks to increase troops, Trading Posts to engage in the buying and selling of goods and Ninja Camps to protect yourself from enemy plots. You should also look to build at least one Workshop, which repairs facilities that have taken damage.

If you are unable to build districts and facilities...

- Do you have enough Gold for the construction?
- Have you already built the maximum number of districts for that particular base?
- Have you built the necessary district for the desired facility?
- Paddies must be near a river or lake, and Fisheries must be next to the coast.
- Academies, Factories, Shipyards, Ranches, Blacksmiths and Musket Turrets require learning technology (➡P.28) before you can build them.

Where are you building your facilities?

Location does not make a difference in the effectiveness of a district or facility. However, Paddies must be near rivers and lakes and Fisheries must be built along the coast, so you should keep that in mind when building a Farm district. Turrets and Musket Turrets have limited range, so you should build them as close to your bases and roads as possible. Also, other than defensive facilities, you should build your facilities away from roads to protect them from enemy attacks.

How do I build decoys?

Decoys are upgrades to facilities that have finished construction (Districts cannot be upgraded with decoys). Enemy units that pass by them may take damage or become confused. However, once a structure has been converted to a decoy, the structure loses its function and you will be unable to return it to its original state. For example, if you convert a Shop into a decoy, you will no longer obtain income from it. Therefore, it is best to place decoys in locations that the enemy is sure to pass by.

One of my facilities has been destroyed!

If enemy units attack your districts or facilities or fight near them, then their HP will decrease. If their HP drops below half, they will be "disabled" and will lose their function (disabled districts are unable to build new facilities). If you build a Workshop, then the HP of your facilities will recover automatically, so you should try and build one in each base. However, if your facility's HP reaches 0 and is destroyed, then even a Workshop cannot bring it back (if a district's HP reaches 0, it can still be repaired). In these cases, you will need to rebuild the facility from scratch.

Replacing old facilities...

Since you have few resources at the beginning of the game, you are likely to build more Shops and Fields than anything else. However, as your territory increases, you will end up with a surplus of these facilities. In times like these, you should destroy some of these districts and replace them with Academies and Factories, which will prove more useful as the game progresses. The number of districts you can build in a base is set and does not increase. Therefore, plan all constructions and demolitions wisely to maximize your real estate.

DISTRICTS & FACILITIES

* District Facility

Category	Type	Available Districts	Cost	HP	Description
District	Farm	—	600	600	• Can be built in all fiefs • Can build [Food] and [Special] facilities
	Garrison		600	800	• Can be built in all fiefs • Can build [Gold] and [Defense] facilities
	Atelier		600	800	• Can be built in all fiefs • Can build [Academy] and [Factory] facilities
	Bazaar		800	1000	• Can only be built in certain fiefs • Can build [Gold] and [Factory] facilities • Tea Masters will visit the fief
	Temple		800	1000	• Can only be built in certain fiefs • Can build [Food] and [Defense] facilities • Priests will visit the fief
	Forum		800	1000	• Can only be built in certain fiefs • Can build [Academy] and [Special] facilities • Imperial Officials will visit the fief
	Colony		1000	1000	• Can only be built in certain fiefs • Can build [Factory], [Defense] and [Special] facilities • Westerners will visit the fief
Gold	Shop	Garrison Bazaar (Port)	200	600	• Adds 500 Gold to income each season (2,000 Gold/year)
	Trading Post		300	800	• Adds 300 Gold to income each season (1,200 Gold/year) • Able to use the City Command [Market] • The number of trades you can make at one time is limited to the number of Trading Posts you have
Food	Field	Farm Temple (Port)	100	600	• Adds 300 Food to the harvest each season (1,200 Food/year)
	Fishery		200	600	• Adds 400 Food to the harvest each season (1,600 Food/year) • Can only be built along the coast
	Paddy		400	1200	• Adds 1,800 Food to the harvest each Fall (1,800 Food/year) • Can only be built near lakes and rivers • If you have the Civil Technology [Irrigation System], then the area you can build on will be expanded • If you have the Civil Technology [Crop Rotation], then you can harvest Food (900) each Spring as well • If you have the Civil Technology [Improved Grain], then it will add 400 Food to your harvest and reduce damage suffered from droughts
Special	Barracks	Farm Forum Colony (Port, but cannot build Barracks)	400	1000	• Able to use the Military Command [Draft] • The more Barracks you have, the more troops you can recruit in a single draft
	Ranch		300	600	• Able to use the Military Command [Procure] to purchase horses • The more Ranches you have, the more horses you can procure in a single purchase • Requires the Cavalry Technology [Ranch] in order to build
	Blacksmith		400	600	• Able to use the Military Command [Procure] to purchase muskets • The more Blacksmiths you have, the more muskets you can procure in a single purchase • Requires the Musket Technology [Metallurgy] in order to build
	Bathhouse		300	600	• Injured troops and officers recover more quickly • Rōnin are more likely to visit the fief • The more Bathhouses you have, the more effective they are
	Workshop		300	600	• Damaged facilities will recover HP automatically • The more Workshops you have, the faster damaged facilities will recover HP
	Ninja Camp		300	600	• Makes it easier to avoid enemy plots and strategies • Decoys that you build are more likely to succeed • Makes it more difficult for prisoners to escape • The more Ninja Camps you have, the more effective they are

Category	Type	Available Districts	Cost	HP	Description
Academy	Infantry Academy	Atelier Forum (Can only build near castles)	500	1600	• Necessary for researching Infantry Technology • Requires the Infantry Technology [Infantry Academy] in order to build • The number of Academies required depends on the technology being researched
	Cavalry Academy		500	1600	• Necessary for researching Cavalry Technology • Requires the Cavalry Technology [Cavalry Academy] in order to build • The number of Academies required depends on the technology being researched
	Archery Academy		500	1600	• Necessary for researching Bow Technology • Requires the Bow Technology [Archery Academy] in order to build • The number of Academies required depends on the technology being researched
	Riflery Academy		500	1600	• Necessary for researching Musket Technology • Requires the Musket Technology [Riflery Academy] in order to build • The number of Academies required depends on the technology being researched
	Siege Academy		500	1600	• Necessary for researching Siege Technology • Requires the Siege Technology [Siege Academy] in order to build • The number of Academies required depends on the technology being researched
	Naval Academy		500	1600	• Necessary for researching Naval Technology • Requires the Naval Technology [Naval Academy] in order to build • The number of Academies required depends on the technology being researched
	Engineering Academy		500	1600	• Necessary for researching Engineering Technology • Requires the Engineering Technology [Engineering Academy] in order to build • The number of Academies required depends on the technology being researched
	Civil Academy		500	1600	• Necessary for researching Civil Technology • Requires the Civil Technology [Civil Academy] in order to build • The number of Academies required depends on the technology being researched
Factory	Ram Factory	Atelier Bazaar Colony (Can only build at castles)	600	1200	• Able to produce Rams with the Military Command [Manufacture] • Each factory can only produce one Ram at a time • Requires the Siege Technology [Rams] in order to build
	Tower Factory		800	1400	• Able to produce Towers with the Military Command [Manufacture] • Each factory can only produce one Towers at a time • Requires the Siege Technology [Towers] in order to build
	Cannon Factory		1000	1600	• Able to produce Cannons with the Military Command [Manufacture] • Each factory can only produce one Cannon at a time • Requires the Siege Technology [Cannons] in order to build
Shipyard	Shipyard	(Can only build in Ports)	600	1200	• Able to produce Boats with the Military Command [Manufacture] • Each shipyard can only produce one Boat at a time • Requires the Naval Technology [Boat] in order to build
	Medium Shipyard		800	1400	• Able to produce Warships with the Military Command [Manufacture] • Each medium shipyard can only produce one Warship at a time • Requires the Naval Technology [Warship] in order to build
	Large Shipyard		1000	1600	• Able to produce Battleships with the Military Command [Manufacture] • Each large shipyard can only produce one Battleship at a time • Requires the Naval Technology [Battleship] in order to build
Defense	Turret	Garrison Temple Colony (Port)	300	1200	• Automatically attacks approaching enemy units with bows
	Musket Turret		500	1800	• Automatically attacks approaching enemy units with muskets • Requires the Civil Technology [Musket Turret] in order to build

Upgrading your Castle

➡P.44 City Command [Upgrade]

You can strengthen your castles' (➡P.14) fortifications by using the [Upgrade] command. In order to perform upgrades, you must learn engineering technologies (➡P.29). First, select a type of upgrade and assign 1-3 officers to carry out the command. The higher the Politics rating of the officers, the faster the upgrades will go. When the upgrade is finished, the castle will glow green.

Upgrade your castle and turn it into an impregnable fortress!

◆ Castle Upgrades

Category	Type	Cost	Description
Main Keeps	Great Hall	2000	• Defense +16, able to use the Tactic [Rocks] (➡P.39)
	3-Story Keep	4000	• Defense +32, able to use the Tactic [Boulders] (➡P.39)
	4-Story Keep	8000	• Defense +48, able to use the Tactic [Firebombs] (➡P.39) • Mountain Castles (➡P.23) cannot be upgraded to a 4-Story Keep
Fences	Stone Wall	6000	• Defends base against bow and musket attacks (does not work against rams or cannons) • Decreases the damage from bows and muskets by half
Gates	Heavy Gate	2000	• Adds 3,000 HP to your base
	Iron Gate	4000	• Adds 6,000 HP to your base
Other	Musket Wall	1000	• Musket Unit attack speed +5 when firing from base
	Battery	2000	• Can attack 2 enemy units at the same time when you have 2 or more cannons
	Outer Bulwark	5000	• Adds 8,000 HP to your base

Repairing Bases

➡P.44 City Command [Repair]

Attacking a base causes its HP to decrease. Once a base's HP reaches 0, you will lose your base, so you should try to repair damage as quickly as possible. First, select the amount of HP you want the base to recover and 1-3 officers to carry out the command. The higher the Politics rating of the officers, the faster the repairs will go. It costs 1 Gold to restore 1 HP to a base.

Building Fortresses

➡P.45 Military Command [Fortress]

You can build a fortress if there is a place within your fief or a neighboring fief that is capable of holding one. The locations on the map to build a fortress are predetermined. Fortresses have a fixed HP value (8,000 HP) and they cannot be upgraded. Additionally, the types of commands you can issue are limited.

1. Form an Engineer Unit. Select an officer to lead the unit and assign troops and orders to it. The higher the Leadership rating of the officer, the more troops the unit can handle and the faster the fortress will be built.
2. Select the location for the fortress. You can view the possible locations by pressing the L1 / R1 button.

Your offi cer's Leadership rating and unit size affect the speed of construction.

◆ Demolishing Fortresses

When you no longer need the fortress, you can tear it down and return the land to an empty plot. Simply select the Military Command [Demolish] to proceed.

I am unable to upgrade my castle...

In order to upgrade your castles, you need engineering technologies (➡P.29). Depending on the type of upgrade, the necessary technology will differ, so make sure you learn it first. Additionally, you are unable to upgrade fortresses or ports. If it looks like one of your fortresses or ports is about to be attacked, try to defend it through other means, such as diplomacy or strategies.

Engineering technologies are necessary for upgrading your castle.

What kinds of castles are there?

There are two kinds of castles, flatland and mountainous. Mountain Castles have the disadvantage of not being able to build [4-Story Keeps]. Conversely, they do give greater range to your bow, musket and cannon attacks. Additionally, each castle has a specific number of gates, which affects the number of units necessary to completely surround (➡P.40) the castle.

Check whether your castle is mountainous or flatland.

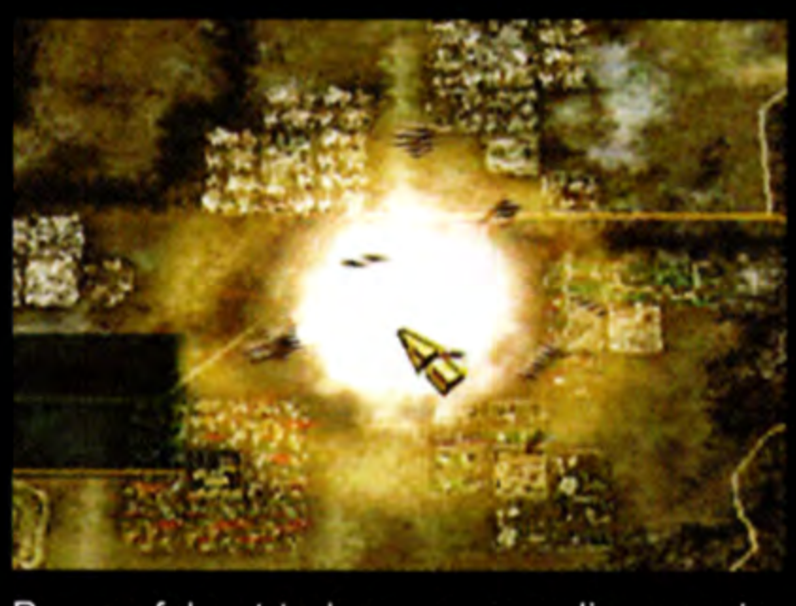
Things to keep in mind when building fortresses...

- When you are not sure where you can build fortresses, press the L1/R1 button. The screen will change to show where they can be built.
- While the fortress is being built, it will consume Gold and Food. Be careful when you are low on either resource.
- If you cancel the construction in progress, the fortress' HP will return to 0.

If you build a fortress, it will reduce your units' marching times.

Be careful when demolishing fortresses...

When you demolish a fortress, any supplies in that fortress will be lost (officers will return to your castle), so make sure to transfer them first. Additionally, prisoners will automatically be released. You cannot transfer prisoners, so if there is one that you really want to recruit, postpone demolishing the fortress until you have succeeded.



Be careful not to lose any supplies or prisoners when demolishing fortresses!

Recruiting Personnel

Good personnel are as effective as any castle, wall or moat. Recruit capable officers in order to build up a powerful empire!

Search

→P.44 Personnel Commands [Search]

You may find somebody to employ right away.

Search your fief for masterless samurai, known as rōnin. Select an officer to carry out the command. The higher the Politics rating of the officer, the greater the chance of success. The search will continue for 30 days. If the officer is unable to find anybody after 30 days, he will return to base. If the Politics rating of the officer is high, you may find a free officer immediately.

Employ

→P.44 Personnel Commands [Employ]

Employ rōnin or prisoners within your fief.

1. Bring up the list of available prisoners and rōnin to recruit.
2. Select the officer you wish to employ. Depending on the officer, the required stipend for them will vary.
3. Select an officer to carry out the command. The higher the Politics rating of the officer, the greater the chance of success.
4. Select [Confirm].

It is more difficult to employ prisoners than rōnin (not including prisoners from forces that have been eliminated).

Nagayasu Maeno
I am known as Nagayasu Maeno. Lord Nobunaga, it is my desire to serve you which has brought me here. Please, I ask that you let me join your clan.

Some officers may volunteer to join you.

Entice

→P.45 Strategy Commands [Entice]

Steal an officer from another clan in a neighboring fief. Even if it fails, the targeted officer may begin to feel doubts about his current master.

1. Select the officer you wish to target. The lower the Loyalty and Virtue ratings of the targeted officer, the easier it is to succeed. Depending on the officer targeted, the necessary stipend will differ.
2. Select an officer to carry out the command. The higher the Intelligence rating of the officer, the greater the chance of success.
3. Select [Confirm].

It worked! Not only do your forces grow stronger, but the enemy is now weaker as well, making Entice a most powerful command.

RECRUITING PERSONNEL HINTS

Find more than just new personnel with Search...

In addition to finding rōnin, searching a fief can also discover gold and silver mines. Gold mines add 4,000 Gold in income each season, while silver mines add 2,000 Gold each season. Since they add so much to your income, they are extremely valuable. However, fiefs with gold and silver mines are predetermined, so repeatedly searching a fief without one will not change the results.

Gold mines can provide large increases to income!

I am unable to employ any officers...

Even if you select one of your officers with a high Politics rating, sometimes you will still fail to employ an officer. This could be because the affinity between the officer and your daimyō is poor. Try employing the officer multiple times. Additionally, if you are trying to employ a prisoner who has high Virtue, then it will be difficult to succeed. However, if the prisoner's original clan is eliminated, then it will be much easier to convince them to join you.

The higher your Fame, the easier it is to employ officers!

I am unable to entice enemy officers to leave their daimyō...

You cannot lure officers that are kin to their daimyō or who have a Loyalty rating of 100. Additionally, you cannot entice officers who are members of clans you have alliances or truces with. In these cases, you must simply give up. Conversely, if you make your own officers kin, or raise their loyalty to 100, then they cannot betray you either. Keep an eye on your officers' Loyalty so you do not lose any to the enemy.

Employ
Lord Toyohisa is kin with the Shimazu Clan. I do not see Lord Toyohisa accepting this. We need to think of another strategy.

You have no choice but to wipe out the enemy.

Handling Prisoners

The longer you hold a prisoner in custody, the lower their Loyalty will drop. However, officers of high Virtue will not lose much Loyalty and those that are kin with their daimyō cannot be employed unless you first eliminate their clan. For prisoners like these, it is best to give up trying to employ them and try to negotiate their release or simply let them go to increase your Fame.

Prisoners may flee, but the more Ninja Camps you have, the harder it will be.

Obtaining Technology

Some technologies are strong enough to change the balance of power on their own!

What is Technology?

Learn new technology to build up your clan!

Technology is a measure of progress of a clan's advancements and abilities. By learning new technologies, it is possible to instantly upgrade the capabilities and strength of your clan. There are a total of 8 types of technology: Infantry, Cavalry, Bow, Musket, Siege, Naval, Engineering and Civil (➡P.28-29).

Researching New Technology

➡P.44 City Command [Research]

In order to research a new technology, the officers must have a sufficient Aptitude for it and you will need the appropriate Academies. Additionally, you are unable to learn multiple technologies at once, although you can negotiate for a technology and research one at the same time.

1. Build an academy using the City Command [Build] like you would to build (➡P.18) a facility. Depending on the technology you are researching, the type and number of academies required will differ (➡P.28-29). Additionally, in order to build each type of academy, you will need the appropriate technology.
2. Select the technology you wish to research by choosing the City Command [Research]. The technologies you can research will be highlighted.
3. You can choose from officers that have a sufficient Aptitude for the particular technology, so choose 3 to carry out the command. The higher the Politics rating of the officers, the shorter the research period will be. If one of the officers is returned to base or defects, then the research will be canceled.
4. Select [Confirm].

The more powerful the technology, the more academies are required.

Select officers with a high Politics rating to shorten the research period.

Negotiating for Technology

➡P.46 Diplomacy Commands [Negotiate]

In addition to researching technology yourself, you can also negotiate to learn it from clans you are allied with. Because you do not need officers with sufficient aptitude or academies to learn technologies through negotiating, be sure to give it a try if you have the chance.

1. Select the Diplomacy Command [Negotiate]. You cannot select this if you do not have any allies or if they do not have any technologies you can learn.
2. Select the clan you wish to negotiate with.
3. Select the technology you wish to negotiate for. The higher the level of the technology, the harder it is to succeed.
4. Select an officer to carry out the command. The higher the Politics rating of your officer, the greater the chances of success.
5. Select [Confirm].
6. The negotiations will begin. You may be asked by the other party for Gold or to teach them a technology in exchange (you do not lose any technologies that you teach).

Negotiating is a simple way to obtain vital new technologies.

During negotiations, you may be asked to teach a technology in exchange.

HINTS FOR OBTAINING TECHNOLOGY

I am unable to research technology...

- Do you have the sufficient number of academies to learn the technology? As long as they are built within your territory, academies can be placed anywhere.
- Do you have officers with the required Aptitude for the research? You need at least 3 officers with the sufficient Aptitude. Also, all 3 must be in the same base and they cannot be carrying out other commands at the same time.
- Research requires Gold. The higher the level of the technology, the more Gold that is required.
- Are you currently already researching technology?

Some technologies may require that you know other technologies in order to learn them.

The effects of technology are cumulative...

If you learn both the Infantry Technology [Triple Spears] (Attack +4, Defense +3) and the Infantry Technology [Curved Spears] (Attack +8, Defense +6), then the total effect will be the sum of them added together (Attack +12, Defense +9). Similarly, effects that are listed as (+X%) are also added together. When researching or negotiating for new technology, it is most effective if you select ones that have the same effect.

Aim for technologies that have the same effect!

New technology increases Fame...

If you are the first to learn a new technology, then your Fame will increase considerably. Therefore, rather than learning a wide variety of technologies, you are better off focusing on your clan's specialty. That will affect the other clans more significantly.

Focus on learning technologies in your area of expertise.

What is Proprietary Technology?

Items such as the Infantry Technology [Mikawa Spirit] are what are known as "Proprietary Technology," in that they can only be learned by specific clans. Other clans cannot research or even negotiate for them. Try searching for which clans have these technologies on your own.

[Mikawa Spirit] must have something to do with that daimyō from Mikawa...

TECHNOLOGY LIST

*Technologies that have the same effect, such as [Attack +10] and [Attack +20], will have a cumulative total effect (ie. [Attack +30]). The same goes for effects that are listed in percentages, such as [+X%].

*Technologies listed in bold are proprietary technologies that can only be learned by specific clans (other clans cannot even negotiate for them).

*The necessary Aptitudes for learning technologies in the Regional Mode will differ.

Category	Technology	Cost	Necessary Academies	Necessary Aptitude	Necessary Technology	Description
Infantry	Infantry Academy	1000	—	A	—	• Able to build the facility [Infantry Academy]
	Iron Spearheads	2000	2	C	—	• Infantry Unit damage +5
	Straw Sandals	3000	6	C	—	• Infantry Unit mobility +6 • Decreases in Infantry Unit morale reduced by half
	Triple Spears	5000	12	B	—	• Infantry Unit attack +4 • Infantry Unit defense +3
	Light Armor	8000	16	B	—	• Damage to Infantry Units from Infantry Tactics reduced by half
	Plate Armor	10000	20	B	—	• Damage to Infantry Units from Cavalry Tactics reduced by half
	Heavy Spears	15000	28	B	—	• Damage by Infantry Unit Tactics +20%
	Curved Spears	20000	32	A	Triple Spears	• Infantry Unit attack +8 • Infantry Unit defense +6
	Sickle Spears	25000	36	S	—	• Chance of linking Infantry Tactics increases
	War Drum	30000	40	—	—	• Will of Infantry Units increases 20% faster
	Mikawa Spirit	—	—	—	—	• Infantry Units cannot be confused or routed
	Scripted Orders	—	—	—	—	• Infantry Units will not fall for false information
Cavalry	Cavalry Academy	1000	—	A	—	• Able to build the facility [Cavalry Academy]
	Ranch	2000	2	C	—	• Able to build the facility [Ranch]
	Horseshoes	3000	6	C	—	• Cavalry Unit mobility +6 • Decreases in Cavalry Unit morale reduced by half
	Horseback Spears	5000	12	B	—	• Cavalry Unit attack +4 • Cavalry Unit defense +4
	Horse Armor	8000	16	B	—	• Damage to Cavalry Units from Infantry Tactics reduced by half
	Saddle Shields	10000	20	B	—	• Damage to Cavalry Units from Cavalry Tactics reduced by half
	Lacquered Gear	15000	28	A	—	• Damage by Cavalry Tactics +20%
	Animal Husbandry	20000	32	A	Horseback Spears	• Cavalry Unit attack +8 • Cavalry Unit defense +6
	Spurs	25000	36	S	—	• Chance of linking Cavalry Tactics increases
	Horse Banner	30000	40	S	—	• Will of Cavalry Units increases 20% faster
	Fūrin Kazan	—	—	—	—	• Chance of surprising the enemy unit when using a Cavalry Tactic increases
	War God	—	—	—	—	• Will of Cavalry Units increases 20% faster
Bow	Archery Academy	1000	—	A	—	• Able to build the facility [Archery Academy]
	Light Bows	2000	2	C	—	• Bow Unit mobility +6 • Decreases in Bow Unit morale reduced by half
	Refined Arrows	3000	6	C	—	• Bow Unit range +1
	Heavy Bows	5000	12	B	—	• Bow Unit attack +2 • Bow Unit defense +4
	Bow Cavalry	8000	16	B	—	• Able to form [Bow Cavalry] units
	Quivers	10000	20	B	—	• Bow Unit attack speed +5
	Bamboo Fence	15000	28	A	—	• Damage to Bow Units from Musket Tactics reduced by half
	Ebony Arrows	20000	32	A	Heavy Bows	• Bow Unit attack +4 • Bow Unit defense +8
	Archer's Shields	25000	36	S	—	• Damage to Bow Units from Bow Tactics reduced by half
	Footed Arrows	30000	40	S	—	• Chances of linking Bow Tactics increase
	Bow of Yoichi	—	—	—	—	• Damage by Bow Unit Tactics +20%
Musket	Riflery Academy	1000	—	A	—	• Able to build the facility [Riflery Academy]
	Metallurgy	2000	2	C	—	• Able to build the facility [Blacksmith]
	Light Muskets	3000	6	C	—	• Musket Unit mobility +6 • Decreases in Musket morale reduced by half
	Scatter Shot	5000	12	B	—	• Musket Unit attack +2 • Musket Unit defense +4
	Mounted Muskets	8000	16	B	—	• Able to form [Dragoon] units
	Superior Ramrods	10000	20	B	—	• Musket Unit attack speed +10
	Improved Gunpowder	15000	28	A	—	• Musket Unit range +1
	Refined Muzzles	20000	32	A	Scatter Shot	• Musket Unit attack +6 • Musket Unit defense +8
	Tower Shields	25000	36	S	—	• Damage to Musket Units from Bow and Musket Tactics reduced by half
	Attack Column	30000	40	S	—	• Chances of linking Musket Tactics increase
	Triple Formation	—	—	—	—	• Damage by Musket Tactics +20%
	Precision Reticules	—	—	—	—	• Chance of hitting enemy officer when using Musket Tactics increases
	Primal Scream	—	—	—	—	• Chance of confusing the enemy unit when using Musket Tactics increases

Category	Technology	Cost	Necessary Academies	Necessary Aptitude	Necessary Technology	Description
Siege	Siege Academy	1000	—	A	—	• Able to build the facility [Siege Academy]
	Rams	2000	2	C	—	• Able to build the facility [Ram Factory]
	Iron Axles	3000	6	C	—	• Siege Unit mobility +6 • Decreases in Weapon Unit morale reduced by half
	Western Cannons	5000	12	B	—	• Damage of Rams & Cannons +10
	Towers	8000	16	B	Ram	• Able to build the facility [Tower Factory]
	Armor Plating	10000	20	B	—	• Siege Unit defense +15
	Blueprints	15000	28	A	—	• Manufacturing time needed for siege weapons is decreased by half
	Cannons	20000	32	A	Towers	• Able to build the facility [Cannon Factory]
	Trajectory Regulators	25000	36	S	—	• Cannon range +1
	Explosive Shells	30000	40	S	—	• Cannon Unit attack +20 • Can destroy siege weapons and ships
	Heavy Cannons	—	—	—	—	• Cannon Unit attack speed +20
Naval	Naval Academy	1000	—	A	—	• Able to build the facility [Naval Academy]
	Boat	2000	2	C	—	• Able to build the facility [Shipyard]
	Large Sails	3000	6	C	—	• Ship mobility +6 • Decreases in ship morale reduced by half
	Ship Armor	5000	12	B	—	• Damage against ships from Musket Tactics reduced by half
	Torpedoes	8000	16	B	—	• Able to use the anti-ship Tactic [Torpedoes] in ports
	Warship	10000	20	B	Boat	• Able to build the facility [Medium Shipyard]
	Wood Splitting	15000	28	A	—	• Manufacturing times needed for ships is decreased by half
	Reinforced Hulls	20000	32	A	—	• Ship defense +10
	Synchronized Oars	25000	36	S	—	• Damage against ships from Bow Tactics is reduced by half
	Battleship	30000	40	S	Warship	• Able to build the facility [Large Shipyard]
	Explosive Arrows	—	—	—	—	• Sinks enemy ships (not including battleships)
Engineering	Engineering Academy	1000	—	A	—	• Able to build the facility [Engineering Academy]
	Heavy Gate	2000	2	C	—	• Adds 3,000 HP to your base
	Great Hall	3000	6	C	—	• Base defense +16 • Able to use the anti-unit Tactic [Rocks] at your bases
	Musket Wall	5000	12	B	—	• Musket Unit attack speed +5 when fired from bases
	Iron Gate	8000	16	B	Heavy Gate	• Adds 6,000 HP to your base
	3-Story Keep	10000	20	B	Citadel	• Base defense +32 • Able to use the anti-unit Tactic [Boulders] at your bases
	Stone Wall	15000	28	A	—	• Protects bases against bow and musket attacks (does not work against siege towers or cannons) • Damage to bases from Bow and Musket Tactics reduced by half
	Outer Bulwark	20000	32	A	—	• Adds 8,000 HP to your base
	Battery	25000	36	S	—	• Able to attack 2 enemy units at the same time when you have more than 2 cannons
	4-Story Keep	30000	40	S	3-Story Keep	• Base defense +48 • Able to use the anti-unit Tactic [Firebombs]
	Sanada Main Keep	—	—	—	—	• Damage of base's anti-unit Tactics increases by 50% • Will of units in base increases 50% faster
Civil	Civil Academy	1000	—	A	—	• Able to build the facility [Civil Academy]
	Account Ledgers	2000	2	C	—	• Receive more favorable pricing at the Market
	Musket Turret	3000	6	C	—	• Able to build the facility [Musket Turret]
	Mining Explosives	5000	12	B	—	• Increases the income earned from gold and silver mines
	Crop Rotation	8000	16	B	—	• Able to harvest Food from Paddies twice in a year
	Horse Couriers	10000	20	B	—	• Transport and Engineer Unit mobility +6
	Irrigation System	15000	28	A	—	• Expands the suitable construction area for Paddies
	Improved Grain	20000	32	A	—	• Increases the harvest earned from Paddies • Do not suffer damage from droughts
	Antibiotics	25000	36	S	—	• Do not suffer damage from plagues
	Division of Labor	30000	40	S	—	• Able to draft troops all year round
	Grain Storehouses	—	—	—	—	• Bases that are under siege will not use Food

Strengthening Your Army

Raise troops and develop supplies!
The battle has already begun!

Draft

➡P.44 Military Command [Draft]

Hold a draft and increase the size of your army. You can only hold drafts in the summer and winter unless you know the technology [Division of Labor], in which case you can draft troops all year round. Holding a draft will cause your Popularity to decrease. Select an officer to carry out the command. The higher the Leadership rating of the officer and the more Barracks you have, the more troops you will obtain in each draft. If you use the [Delegate] command (➡P.45), then drafts will automatically be held as long as Popularity does not drop below 70. The officer to carry out the command will also be selected automatically.

You can only hold one draft per base at a time.

Obtaining Horses & Muskets

➡P.44, 45 City Command [Market], Military Command [Procure]

You can obtain horses and muskets by using the commands [Market] and [Procure]. It is cheaper to use [Procure] than [Market]. The Market allows you to purchase horses and muskets. To use the [Market] command, you need to have a Trading Post. Select an officer to carry out the command. The higher the Politics rating of the officer, the more horses and muskets you can obtain. If you know the Civil Technology [Account Ledgers], then the market price will decrease. In order to [Procure] horses, you need a Ranch and you need to know the technology [Ranch]. To [Procure] muskets, you need a Blacksmith and you need to know the technology [Metallurgy] (➡P.28). Select an officer to carry out the command. The higher the Politics rating of the officer, and the more facilities you have, the more horses and muskets you can procure. If you use [Delegate] (➡P.45), the computer will automatically procure supplies as long as you have sufficient funds. The officer will also be chosen automatically.

Building Siege Weapons & Ships

➡P.46 Military Command [Manufacture]

In order to build siege weapons, you need a Workshop and the proper technology, and to build ships, you need a Shipyard. (Skiffs do not require a shipyard or cost any money to produce.) The proper technology is needed to build both Workshops and Shipyards (➡P.29).

Siege weapons can only be built in castles, while ships can only be built in ports. You can only build as many at one time as you have of the necessary facility. Select an officer to carry out the command. The higher the Politics rating of the officer, the shorter the manufacturing time will be.

◆ Weapon Types & Features

Weapon	Cost	Features
Ram	2000	• Excellent destructive capability
Tower	4000	• Able to directly attack troops within a base
Cannon	8000	• Has long range and excellent destructive capability • Defense is low

◆ Ship Types & Features

Weapon	Cost	Features
Skiff	0	• A very small and agile military vessel • Mobility is high, but defense is low
Boat	2000	• A mid-sized military vessel • Mobility is somewhat high, but defense is fairly low
Warship	4000	• A large sized military vessel • Able to place Cannon Units on board to attack • Mobility is fairly low, but defense is fairly high
Battleship	8000	• A large sized military vessel that is resistant against sinking • Able to place Cannon Units on board to attack • Mobility is low, but defense is high

I am unable to use Draft, Procure or Manufacture...

- In order to draft troops, you need a Barracks.
- You can only draft during the summer and winter. However, if you know the Civil Technology [Division of Labor], then you can draft troops all year round.
- In order to procure horses and muskets, you need the proper facilities and technologies (➡P.30).
- In order to manufacture weapons and ships, you need the proper facilities and technologies (➡P.30).
- If you are currently using Draft or Procure, you are unable to do so again.

In order to use the [Procure] command, you need to have a Ranch or Blacksmith.

How do I increase Popularity?

By using the Draft command, Popularity will decrease (-10 per draft). When Popularity is low, you will be more susceptible to enemies using the [Incite] command and riots will occur more easily. (Riots incited by the enemy will not occur when Popularity is over 90, and regular riots will not occur when Popularity is over 70.) Popularity will increase slowly each month, and the higher your Fame is, the more it will rise. Since there is no way to make donations to the people to increase their loyalty, you will need to avoid needlessly drafting troops whenever possible.

The more Fame you have, the more your Popularity increases each month.

Using siege weapons effectively...

At the beginning of the game, when a base's HP is low enough for Infantry Units to take it out, you may not need siege weapons. However, as the HP of the bases increases, it will become more difficult to capture them. That is when you should use siege weapons to lower the base's HP to 0 and finish them off with regular units, adding even more options to your battle strategies.

Cannons are useful for defending bases as well.

The unsinkable battleship...

Ships can sometimes be sunk by attacks from a base such as torpedoes, fire arrows and explosive shells. However, battleships cannot be sunk by any type of attack. Additionally, you can place cannons on warships and battleships, allowing for cannon attacks from the sea. Once you experience the powerful combination of a battleship and cannon unit, you will never want to use anything else on the water.

The battleship and cannon unit is a deadly combination.

Diplomacy & Negotiations

Yesterday's enemy is today's ally. Use diplomacy effectively to survive the chaos!

Alliance

➡P.45 Diplomacy Commands [Alliance]

Form an alliance with another clan. During an alliance (60 months), you will be unable to attack your allies' territories or use Strategies (➡P.34) against them. You can use the [Request] and [Negotiate] commands with your ally. Select the clan you wish to make your ally and an officer to carry out the command. The better the affinity between daimyō, the greater the chance of success. Additionally, the Fame of both daimyō will also affect the results. When negotiating for an alliance, you may be asked to give a maiden in marriage or to give up one of your officers as collateral.

Arranging a marriage can increase the Affinity between daimyō. You may learn a new Tactic when taking a hostage.

◆ Request

➡P.46 Diplomacy Commands [Request]

Make a request to one of your allies for reinforcements (offensive or defensive). Select the ally you wish to make the request to and the base you want them to assist. If you select one of your own bases, it will be for defensive reinforcements. And if you select an enemy base, it will be a request for a joint attack. Select an officer to carry out the command. If the Politics rating of the officer is high, and there is a strong affinity between him and the other daimyō, then the greater the chance of success.

◆ Negotiate

➡P.46 Diplomacy Commands [Negotiate]

Ask to learn a technology (➡P.26) that your ally knows.

Dissolve

➡P.45 Diplomacy Commands [Dissolve]

Dissolve an alliance and sever all ties with them. By dissolving an alliance, your Fame and Popularity will decrease significantly, making your negotiations with other forces more difficult. Additionally, if your ally has one of your maidens or officers, then they will be executed upon the dissolving of the alliance (any of their officers in your custody will be released).

Truce

➡P.46 Diplomacy Commands [Truce]

Ask an enemy you are currently at war with for a truce. You can only use this command when the enemy has invaded your territory. During the truce (6 months), you cannot attack each other's territory or use Strategies (➡P.34) against each other. Select the enemy and an officer to carry out the command. The higher the Politics rating of the officer, and if there is a strong affinity between him and the other daimyō, the greater the chance of success. As conditions for the truce, you may be asked to provide things like Gold, Items or to release prisoners that you are currently holding.

Demand

➡P.46 Diplomacy Commands [Demand]

Demand that the enemy release any prisoners that they are holding. Select the officer you wish to see released and an officer to carry out the command. If the Politics rating of the officer is high, and there is a strong affinity between him and the other daimyō, then the greater the chance of success. As conditions for your demands, you may be asked to provide things like Gold, Items or to release prisoners that you are currently holding.

Threaten

➡P.46 Diplomacy Commands [Threaten]

Coerce an enemy clan into surrendering to you. If successful, you will absorb all of their fiefs and officers. Select a clan to threaten and an officer to carry out the command. The success of the threat depends on things such as whether the affinity between daimyō is good, the Politics rating of the officer is high, your Fame is high while the enemy's is low and how many troops they have along the border between you.

I cannot form alliances...

Even when you want to form alliances, you will often be refused, especially when the affinity between you and the other daimyō is poor. Additionally, when the other clan is already in an alliance, you cannot form one with them. So, if you wait until the other alliance is finished, or if their ally is eliminated, then you can look to form the alliance.

When your daimyō is still small and weak, it will be difficult to form alliances.

If a priest accompanies you during negotiations...

If a priest is visiting your territory, it is an excellent chance to use the [Truce] or [Demand] commands. If a priest is with you, then the other side cannot refuse a Truce or Demand request from you. However, if they have a priest during negotiations for a Truce or Demand, then you will have no choice but to obey as well.

A marker will appear on the main game screen when a priest is visiting you.

To form alliances, or not to form alliances...

If you decide to dissolve an alliance, you will be able to attack your former ally, but the negatives are huge (Fame and Popularity decrease drastically and you lose the trust of other forces), so you are better off letting alliances expire. Since alliances last for a total of 5 years, if you think you might be attacking a force in the near future, you should refrain from making an alliance with them.

Dissolving alliances causes you to lose a great deal of trust.

Should I agree to an ally's request for reinforcements?

If an ally comes to you with a request for reinforcements, you should try to fulfill that request as often as possible. The reason is because doing so will cause your Fame to rise significantly. If you offer more assistance than your ally was expecting, then your Fame will increase even more. As long as your base is not in danger of being attacked, you should definitely send out reinforcements to instill a sense of obligation in your ally.

Nobunaga Oda Oda
We shall honor the request from the Tokugawa. In order to bring fame to the Oda, we will need to capture Iida Castle!

If you are requested to provide reinforcements, it is a chance for you to increase your Fame.

Executing Strategies

Not all battles are fought in the open. Use strategies to weaken your enemy behind the scenes.

Entice

➡P.45 Strategy Commands [Entice]

Get an officer to betray their current master and join your side instead (➡P.24).

Incite

➡P.45 Strategy Commands [Incite]

Incite a riot within the base of a neighboring enemy force. Bases that suffer a riot will have facilities destroyed. Additionally, it will be unable to generate any income. Select the target base (castles only) and an officer to carry out the command. The lower the Popularity at the target base and the higher the Leadership rating of the officer, the greater the chance of success.

Use Incite to destroy enemy structures.

Mislead / Rumor / Raid

➡P.45 Strategy Commands [Mislead] [Rumor] [Raid]

You can use the [Mislead] and [Rumor] commands when the enemy unit is in your territory or in a neighboring fief. The [Raid] command can be used when the enemy unit is in any of your regions (areas that make up your fiefs). A raid requires 3,000 troops.

Select the target unit and an officer to carry out the command. For [Mislead] and [Rumor], the higher the Intelligence rating of your officer and the lower the Intelligence/Morale (Rumor only) of your target, the greater the chance of success. For [Raid], the higher the Leadership rating of your officer and the lower the Leadership/Morale of your target, the greater the chance of success.

If you successfully use Mislead against the enemy, then the enemy unit will return to its base.

If successful with Rumor, then the enemy unit will find itself Perturbed (➡P.38).

If successful with Raid, then your unit will move near the enemy unit, causing it to be Confused (➡P.38). However, if you fail, then the unit that attempted the Raid will be confused instead.

Dispatching a raid unit.

The raid was a success! The enemy unit is confused.

If the raid fails, then the unit making the raid will be confused.

Inspire

➡P.45 Strategy Commands [Inspire]

Inspire can only be used when an allied unit is deployed and in a fief where one of your units is or from the base of a neighboring fief. Select the target unit and an officer to carry out the command. The higher the Intelligence rating of the officer, the greater the chance for success. If successful, then the morale of your unit will increase and they will be Inspired (➡P.38).

If successful, then the unit will be inspired!

HINTS FOR EXECUTING STRATEGIES

I keep losing valuable officers...

If you lose an officer even when his Loyalty is high, it is because the Intelligence rating of the enemy officer is high. In cases like these, you should try to build as many Ninja Camps as possible. Ninja Camps make it easier to avoid enemy plots, so they should be less successful in trying to steal away your officers. Additionally, if your officer's Loyalty is at 100, they cannot be lured away. Try increasing their stipend as much as possible.

Ninja Camps may not look like much, but they are extremely useful facilities.

Select a unit first and then choose your strategy...

Strategies can be carried out from the targeted fiefs as well. However, it can be difficult to know which strategies can be used against that particular base. In cases like these, you should select the base or unit you want to use a strategy against first. When you select one, the strategies you can use will be displayed (➡P.13).

Selecting an enemy unit will bring up a list of the strategies you are able to use.

I am unable to use the Incite command effectively...

- You cannot use Incite against forces you have an alliance or truce with.
- Incite cannot be used against a fief whose Popularity is 90 or higher.
- You cannot use Incite against a fortress or port.
- If Popularity is high or there are many Ninja Camps, it is difficult to use Incite. If there is an officer with a high Leadership rating (especially Shingen Takeda or Kenshin Uesugi) in a neighboring fief, be sure to keep your Popularity high and build plenty of Ninja Camps.

Keep Popularity high to avoid the enemy from using Incite against you.

How to use the Mislead/Rumor commands...

The Mislead and Rumor commands can essentially only be used when the enemy has invaded you. However, there are some other instances where you can use them, such as when the enemy unit is in your territory or in a neighboring fief. If you use Mislead/Rumor against two forces that are fighting each other, you may be able to weaken their units and then move in to take the base for yourself.

Weaken both of your enemies at once and then move in to finish them off!

Going to Battle

Lead your unit into war! Using Tactics effectively in battle can be the key to victory.

Deploying Units ➡P.44 Military Command [March]

1 Select the officer you wish to deploy

Choose the officer you want to lead the unit. You can assign 1-3 officers per unit. The ability of the unit (Leadership/Valor/Intelligence) will be based on the highest values from among the officers in the unit.

Be sure to check the Leadership, Valor and Intelligence ratings of the unit.

2 Select a unit type

Choose which type of unit you want to deploy. Each type has its own special characteristics, so be sure to select the one that best suits the coming battle. Certain unit types require supplies or obtaining technology in order to select them.

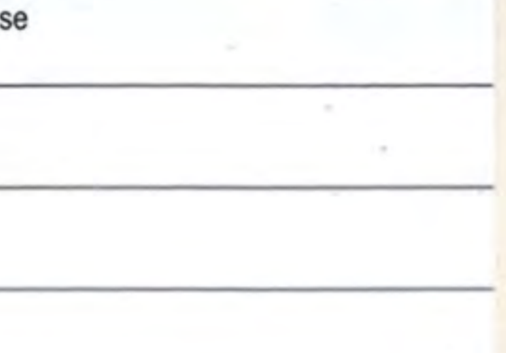
Category	Unit Type	Attack	Damage	Range	Defense	Mobility	Attack Speed	Description
Attack Units	Infantry	10	22	1	20	17	24	• High damage, good for attacking bases and structures
	Cavalry	20	17	1	16	26	24	• Highest mobility, good for attacking units • Requires an equal number of horses as troops
	Bow	16	12	2	12	15	30	• Able to use bows for ranged attacks • Able to directly attack troops within a base
	Bow Cavalry	16	12	2	14	23	30	• Combines the mobility and defense of cavalry troops with the ranged attacks of bow troops • Requires the Bow Technology [Bow Cavalry] • Requires an equal number of horses as troops
	Musket	32	15	3	12	13	40	• Able to use muskets for powerful ranged attacks • Able to directly attack troops within a base • Requires an equal number of muskets as troops
	Dragoon	32	15	3	14	21	40	• Combines the mobility and defense of cavalry troops with the powerful ranged attacks of musket troops • Requires the Musket Technology [Mounted Muskets] • Requires an equal number of horses and muskets as troops
	Ram	4	40	1	35	15	30	• Damage is high, good for attacking bases and facilities • Requires 1 Ram per unit
	Tower	16	12	3	30	13	30	• Has long range and is able to directly attack troops within a base • Requires 1 Tower per unit
	Cannon	8	25	5	8	11	80	• Damage is high and has long range • Requires 1 Cannon per unit
Others	Transport Unit	4	6	1	8	13	24	• Transfers supplies
	Engineer Unit	4	6	1	8	13	24	• Builds fortresses

3 Set the number of troops

Determine how many troops will make up the unit. The maximum size of the unit is determined by the officer who can command the most troops. For units that require supplies, you need to have as many of the supplies as you do troops. While marching, units will consume Food (a unit of 3,000 troops will consume 1,500 Food per month).

4 Select Tactics

Choose which Tactics your unit will equip (➡P.39). The Tactics you can select from depend on the officers and the type of the unit. The number of Tactics you can select is equal to the number of officers marching. Blue are attack tactics, red are strategy tactics and green are recovery tactics. The number value indicates the amount of Will necessary to use the Tactic (➡P.38).


Check here for info on linking (➡P.37) Tactics.

5 Select a ship

When crossing the ocean, you will need to select a ship to carry the unit (➡P.30). For ships other than a Skiff, you need to first produce them at a Shipyard. When at sea, all attacks will be ranged (Bow/Musket/Cannon) attacks. (Infantry Units and Cavalry Units will revert to bow attacks.)

6 Set the unit's orders

Choose orders for the unit. You are able to change a unit's orders during battle.

Tactics	You give the order (Manual) /Tactics used automatically (Auto)	Sieges	Attack the base directly (Attack) /Surround the base (Surround)
Enemy Units	Attack when the enemy unit is nearby (Attack) /Ignore the enemy and proceed with original orders (Ignore)	Pursuit	Pursue the targeted unit when it flees (Permit) /Do not give pursuit (Forbid)
Subsequent Orders	When the first objective is finished, allow the unit to attack another target (Attack) /Force the unit to return to base (Return)	Retreat	Allow the unit to decide when to retreat (Permit) /Forbid the unit from retreating (Forbid)

7 Determine an objective

After selecting [Confirm], choose an objective for the unit. Select a location from the main map with the cursor and press the ⊗ button to set the objective. If you align the cursor with a location and press the ▢ button, then that location will be made a waypoint that the unit will pass through on its way to the objective. Once you have confirmed all of the details, press the ◎ button to continue.

8 Sending multiple units to march

When you want to send out multiple units to march, simply repeat steps 1-7. There is a limit to the number of units you can have marching at one time (Province: 100, Your Clan: 200, Other Clan: 300).

HINTS ON DEPLOYING UNITS

Selecting unit types and officers to march...

To attack a unit or ship, choose units with high attack power, and to attack a base or structure, use a unit with high damage. Units with high attack power include cavalry and musket units, while units that inflict damage include infantry and siege (Ram/Cannon/etc.) units. The ability of the unit is determined by the Leadership rating of your officers, unit type, and number of troops. Aptitude does not affect the unit's abilities. However, the better the Aptitude, the easier it will be to earn Experience Points.

How maximum unit sizes are determined...

The number of troops you can place in a unit is determined by the 3 factors below. When you want to increase the number of maximum troops in a unit, make the officer your kin or give him a Title.

- The officer's Leadership rating. The higher it is, the more troops he can lead.
- Officers that are your kin. Officers you are related to can command an extra 5,000 troops.
- Titles. The higher the level of the Title, the more troops he can lead.

What about Tactic Damage and Bonuses?

Damage for attack Tactics is determined by Valor and Experience, and in the case of strategic Tactics, Intelligence and Experience. However, even if you use a Tactic, if the enemy's Experience and Intelligence (only for strategic tactics) are high, then it increases the chances that your Tactic will fail. Additionally, attack Tactics can include a bonus to them, greatly increasing the damage inflicted. The higher your Valor and Experience, the easier it is to receive the bonus.

Link Tactics together!

When a single unit has multiple Tactics, it may be able to link Tactics together (Tactic Chain). This chain is when a Tactic with a high Will cost is used and followed by a Tactic with a lower Will cost. You can link up to 3 Tactics together. If the chance of linkage from [Scare] to [Pierce] is 32%, and the chance of linkage from [Pierce] to [Taunt] is 8%, then the chance of linking all 3 together would be 32% x 8% = 2.56%.

Unit Actions while Marching

If you give a unit the order to march and then set the game to the Active Phase, the unit will begin to march. If the unit approaches an enemy unit or base, then it will automatically attack it (depending on its orders).

◆ Morale & Will

Units have Morale (➡P.12) and Will (➡P.12). Morale affects whether a unit can perform up to its abilities or not. The higher the unit's Morale, the more it can get out of its abilities. It will rise with the Tactic [Rally] (➡P.39) or the Strategy Command [Inspire] (➡P.34). However, it will decrease if the enemy invades your territory or if they attack your unit. If Morale drops below 30, then your unit will be more likely to flee, and it if it reaches 0, then the unit will be destroyed. Will affects your ability to use Tactics. When the Will gauge reaches a certain value (the Unit Icon's Tactic will flash), then you are able to use that Tactic. Will increases when you attack enemy units and decreases when your unit is attacked. Additionally, if your status is Perturbed, Confused, Routed or Misled, then it will also decrease.

◆ Unit Status

When a unit is the victim of a plot or tactic, or if the unit is attacked, then its Status may change as well. Additionally, when the unit is attacked or attacking, the attack symbol will be displayed.

Status	Description
Normal	• Normal unit status, units are able to carry out tasks up to their abilities
Inspired	• Easy to accumulate Will / Attack and Defense increase
Perturbed	• Unable to use Tactics • Damage from enemy Tactics increases / Will gauge decreases gradually
Confused	• Unable to perform any actions (including attacking) • Damage from enemy Tactics increases / Will gauge decreases gradually
Routed	• Unable to perform any actions (including attacking), automatically returns to base • Damage from enemy Tactics increases / Will gauge decreases gradually
Misled	• Unable to use Tactics, automatically returns to base • Will gauge decreases gradually

◆ Changing Objectives/Orders

By selecting a unit, you can switch between movement and attack objectives. Determining an objective is the same as it was for marching (➡P.37). In the same way, you can also change the unit's orders.

◆ Using Tactics

Once the Will gauge (➡P.12) reaches a certain amount, you can trigger a Tactic with the R2 button. If you set the Tactics orders (➡P.37) to [Auto], then the Tactic will be triggered automatically. If you select [Manual], then you can choose the Tactic from the Unit Commands. Tactics can be linked together (➡P.37). When you have the Tactics orders set to [Auto], then the Tactic may be triggered before you have a chance to link them. Therefore, when you want to link Tactics, you should set the orders to [Manual]. Using Tactics increases your Tactic Experience. The more Experience you have, the more Tactics you can learn. However, Special Tactics can only be learned by certain officers, so even if other officers increase their Experience, they will still be unable to learn them.

*Tactics listed in bold lettering are Special Tactics that only certain officers can learn.

Category	Tactic	Necessary Will	Damage	Necessary Experience	Description
Infantry	Thrust	520	10	100	• Destroys the enemy's siege weapons
	Pierce	620	13	400	• Destroys the enemy's siege weapons
	Impale	730	18	700	• Destroys the enemy's siege weapons
	Skewer	850	25	1000	• Destroys the enemy's siege weapons • Decreases enemy Will
	Assault	870	27	1000	• Destroys the enemy's siege weapons • Confuses the enemy
	Menace	890	28	1000	• Destroys the enemy's siege weapons • Decreases enemy morale
Cavalry	Foray	540	12	100	• Causes the enemy to be Perturbed
	Rush	650	16	400	• Causes the enemy to be Perturbed
	Charge	770	21	700	• Causes the enemy to be Perturbed
	Pincer	900	28	1000	• Causes the enemy to be Perturbed and lose Will
	Trample	920	29	1000	• Causes the enemy to be Perturbed and lose Morale
	Rampage	940	32	1000	• Causes the enemy to be Perturbed
Bow	Release	510	13	100	• Aims for the enemy officer
	Flame	600	18	400	• Aims for the enemy officer
	Volley	700	24	700	• Aims for the enemy officer
	Fussilade	810	33	1000	• Aims for the enemy officer • Confuses the enemy
Musket	Snipe	540	20	100	• Aims for the enemy officer • Confuses the enemy
	Discharge	620	26	400	• Aims for the enemy officer • Confuses the enemy
	Burst	710	34	700	• Aims for the enemy officer • Confuses the enemy
	Barrage	810	45	1000	• Aims for the enemy officer • Confuses the enemy • Decreases enemy Will
	Bombard	830	47	1000	• Aims for the enemy officer • Confuses the enemy • Decreases enemy morale
	Salvo	850	52	1000	• Aims for the enemy officer • Confuses the enemy
Strategy	Taunt	480	—	100	• Decreases the morale of surrounding enemy units
	Rally	570	—	200	• Raises the Morale of surrounding allied units and inspires them
	Intimidate	680	—	300	• Decreases the Will of surrounding enemy units • Causes the surrounding enemy units to be Perturbed
	Confuse	790	—	400	• Confuses surrounding enemy units
	Captivate	860	—	600	• Causes the enemy troops to defect to your side
	Divide	910	—	800	• Inflicts damage on surrounding enemy units, causes them to be Perturbed
	Heal	950	—	1000	• Heals injured troops in surrounding allied units
	Stampede	960	—	1000	• Inflicts damage on surrounding enemy units, confuses them
Base	Rocks	600	8	—	• Able to use after upgrading to a Great Hall • Able to use in fortresses • Inflicts damage on enemy units that are attacking your castle/fortress
	Boulders	600	10	—	• Able to use after upgrading to a 3-Story Keep • Inflicts damage on enemy units that are attacking your castle
	Firebombs	600	15	—	• Able to use after upgrading to a 4-Story Keep • Inflicts damage on enemy units that are attacking your castle
	Torpedoes	600	10	—	• Requires the Naval Technology [Torpedoes] in order to use • Inflicts damage on enemy ships attacking your port • Sinks enemy ships

Attacking Districts & Facilities

Attacking enemy districts or facilities will decrease their HP. When HP drops to less than half, the status will become "disabled" and the facility will lose its effect. (Districts will lose the ability to build facilities.) However, when you disable the enemy's districts and facilities, then you will lose Fame (-10 for districts and -3 for facilities).

* When battles are fought close to facilities, they may take damage, but this will not decrease your Fame. Only when you purposely attack districts or facilities will you lose Fame.

If you damage enemy districts or facilities, your Fame will decrease.

Attacking Bases (Castles/Ports)

In attacking a base, the first thing is to decrease its HP. Until its HP reaches 0, you will not be able to attack the units inside. However, Bow, Bow Cavalry, Musket, Dragoon, Tower and Cannon troops that use ranged attacks can directly attack the troops inside the base even if its HP is not yet down to 0. Once the base's HP reaches 0, then you can start attacking the base's troops with infantry attacks as well. If the number of troops inside the base reaches 0, then you will win the battle and occupy the base.

First, decrease the base's HP.

Decrease the base's HP ▶▶▶ The HP reaches 0 → **Attack the troops inside the base** ▶▶▶ The number of troops reaches 0 → **Victory! The base is yours!**

Sieges

In addition to attacking, you can also capture bases by encircling them. To do so, set the unit's orders for [Sieges] to [Surround] (➡P.37). By surrounding the base, its Morale will begin to decrease. Additionally, every base has Gates, and if you place units at each of them, then you will completely surround the castle, decreasing the base's Morale more rapidly. If Morale reaches 0, then you will occupy the base.

Surround the base and lower its Morale.

My base has been attacked!

When the enemy attacks your base, it will go into defense mode. While in defense mode, the commands you can use will be severely limited. Additionally, you will consume Food. While in defense mode, the enemy will often try to use Tactics against you. In order to repel these Tactics, you need an officer with a high Intelligence rating. If they are outside, you should call them back to the base before you are attacked since you cannot recall officers while in defense mode. If you upgrade your castle or learn Naval Technology for ports, then you will be able to use Base Tactics (➡P.39). However, you are unable to confirm the Will values and the Tactic will be triggered automatically. (It will automatically attack all of the surrounding enemies.)

Try to bring your officers back to base when attacked.

After the Battle

Once the battle is finished, you will need to deal with prisoners (➡P.24, 42) and repair the base (➡P.22). Also, after the battle is over, your injured troops will begin to heal and gradually be added back to your army.

HINTS ON GOING TO BATTLE

Increases in Will depend on the unit...

Will increases when you attack the enemy. Therefore, units with high attack speed, such as Infantry Units and Cavalry, will gain Will faster than slower units such as Musket Units. Additionally, the higher the Leadership rating of your officer, the more Will increases by. If the unit becomes Inspired (➡P.38), then Will rises even faster.

If the status is Inspired, then Will rises quickly.

Beware of differences in height of the terrain...

Unit mobility (movement speed) differs by Unit Type, but it is also affected by differences in elevation of the terrain. When moving from lower terrain to higher terrain, speed will decrease (and vice versa). When attacking higher terrain, marching times are increased, so be sure to plot your unit movements accordingly.

When it is difficult to spot differences in elevation, try zooming in the camera for a better look.

To attack, or to surround...

At the beginning of the game, when base HP is low, it is easy to capture bases by attacking them. However, as Engineering Technology is developed and base HP and defense rise, it becomes more difficult to take bases by brute force. This is where surrounding the bases comes in. Additionally, even at the beginning of the game, if it does not appear that the enemy will be receiving reinforcements, you can try surrounding the base. If successful, you will not have to engage in repairs once the base is yours.

When preparing to surround a base, be sure to bring plenty of troops and food.

Be careful when using Base Tactics...

In order to use Base Tactics, you will need to upgrade your castle and learn the Tactics (➡P.22), and in the case of ports, you will need to obtain the Naval Technology [Torpedoes] (➡P.29). (Fortresses can only use [Rocks]). Base Tactics are triggered automatically and attack all surrounding enemies. Additionally, even if you have multiple Base Tactics, only the top Tactic will be used, so remember that these Tactics cannot be linked.

At the very least, upgrade your Main Keep to a Great Hall to learn some Base Tactics.

Review / Province

Use Items and Ranks to raise an officer's abilities! Reward officers that perform well for you.

Dealing with Officers

◆ Reward

➡P.46 Review Commands [Reward]

If the Loyalty of one of your officers is low, then it will be easier for the enemy to get them to betray you. In these cases, you need to use Reward to increase their Loyalty. [Pleased] will be displayed if they are happy with their current stipend, and [Displeased] if they are unhappy. Officers that are [Pleased] will have their Loyalty increase each month, while those who are [Displeased] will lose Loyalty each month. By rewarding officers and increasing their stipends, their Loyalty increases and they will be more likely to be content. Conversely, the Gold for your force will decrease. You must make sure to keep up your Gold income while rewarding your officers. If you set the [Auto] feature to [Permit], then officers that are displeased with their stipends will be automatically rewarded at the start of the year.

◆ Items/Titles/Ranks

➡P.46 Review Commands [Items] [Titles] [Ranks]

By giving an officer an Item, Title or Rank, it can increase his abilities as well as his Loyalty. If you take an Item, Title or Rank away from the officer, then his Loyalty will decrease. Additionally, if you switch a higher Title or Rank for a lower one, his Loyalty will decrease. You can obtain Ranks and Titles by increasing your Fame and capturing bases.

* If you give multiple Items that have the same effect, they will not be cumulative, and only the effect of the best Item will be counted.

◆ Marriage/Retire

➡P.46 Review Commands [Marriage] [Retire]

If you have a maiden in your clan, you can marry her to an officer in your clan and make him your kin. There are numerous benefits to making an officer one of your kin (➡P.43). Additionally, depending on the maiden being married, the officer's aptitude in certain areas may increase. By retiring, your daimyō will cede control of the clan over to one of his kin. Officers that retire will remain as retainers. When the daimyō changes, the Loyalty of the retainers may change as well.

◆ Punish

➡P.46 Review Commands [Punish]

Execute or release officers and prisoners within your territory.

Forming Provinces

➡P.46 Province Commands [Form] [Edit] [Orders]

Form a new province within your territory, ceding control of its fiefs over to the computer.

1. Use [Bases] to set the base where the new province will be located. You can select multiple bases at the same time.
2. Use [Supplies] to split the Gold and Food between the daimyō and the new province.
3. Set the orders for the new province.
4. Select [Confirm].

If you own too many bases, look to delegate control of some of them.

Use [Edit] to arrange which bases are associated with which provinces and [Orders] to set policy for each province.

Attack Orders	Auto	Allow the computer to decide when to attack enemy bases
	Manual	Specify an enemy base and give the province permission to attack it
	Forbid	Do not allow the province to attack enemy bases
Transport Orders	Auto	Allow the computer to decide when to transport supplies
	Manual	Specify a base and give the province permission to transport supplies to it
	Forbid	Do not allow the province to transport supplies
Civil Policy		Allow or forbid the following categories: Gold/Food/ Technology/Troops/Horses/Muskets/Weapons/Ships/Employ

Advantages of making officers kin...

Making an officer one of your kin has the following merits:

- They will never betray you and cannot be recruited by other forces
- No longer necessary to pay a stipend
- Able to lead more troops (+5,000)
- Can name as a successor if your daimyō dies or retires. Retired officers have the same advantages, but you are unable to name them as successors.

Yoshitaka Kuroda Oda
I am now a proud member of the Oda Clan after marrying Gotoku. I shall do my best to serve the good of our clan.

Look to make capable officers members of your clan.

What are the effects of Titles & Ranks?

Titles increase the number of troops an officer can command, and Ranks increase his Leadership and Politics abilities. The better the Title or Rank, the greater the increase. If you have a chance to obtain one, you should do whatever it takes to get it. You can earn Titles by capturing Bases, and you can earn Ranks by getting imperial officials to visit. Additionally, Ranks require you to give a tribute of Gold to the officials in order to receive them.

Harusue Kikutei
But let us talk of that later. Lately, with all of the foreign goods around, I find myself short of cash. Would you be willing to give me 5000 Gold?

If you pay Gold to the official, then you can obtain a Rank.

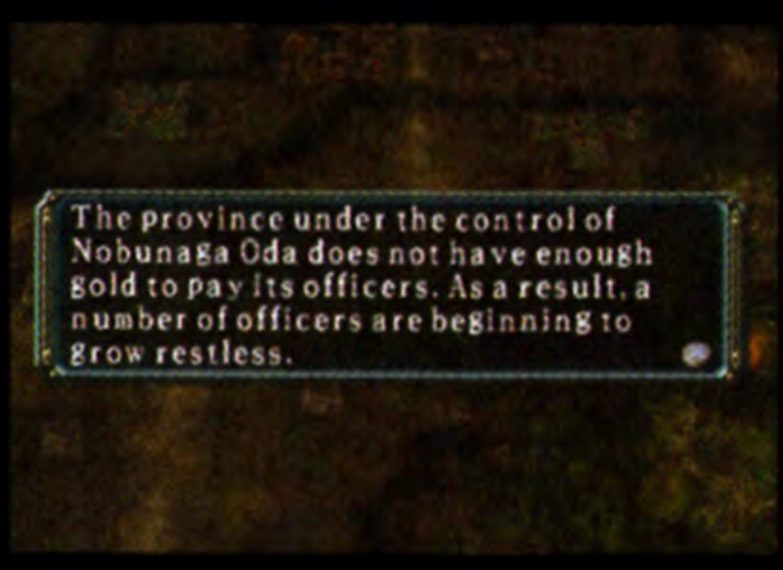
Dealing with officers and Fame...

Executing officers causes your Fame to decrease, so you should try to avoid it as much as possible. Conversely, if you release prisoners, your Fame will rise. Enemy officers that are kin to their daimyō will never defect to your side as long as their clan is still alive. Therefore, if you capture one as a prisoner, you should look to release him in order to increase your Fame.

Release prisoners to gain Fame.

When officer dissatisfaction increases...

The desired stipend for each officer depends on their abilities and length of service. With two officers of the same abilities, the one who has served longer will demand a higher stipend. Even if you manage to recruit many officers, if you do not have the Gold to pay them, then they will grow discontent. If you wish to employ more officers, make sure you capture more bases in order to increase your income and avoid any complaints about stipends.


The province under the control of Nobunaga Oda does not have enough gold to pay its officers. As a result, a number of officers are beginning to grow restless.

If you are unable to pay their stipends, your officers will grow dissatisfied with you.

Commands

CITY

Command	Castle	Fortress	Port	Description
Build	▲			• Able to build structures • The cost changes depending on the type of structure • The higher the Politics rating of your officer, the shorter the construction time will be
Trap				• Convert an already built facility into a trap • Costs 500 Gold per location • The higher the Politics rating of your officer, the shorter the construction time will be
Resume				• Resume building a previously halted construction • Facilities that were destroyed by enemy units cannot be fixed using Resume
Raze	▲		⚓	• Tear down an already built structure • Does not cost Gold
Research	▲			• Research and obtain new technology • The cost changes depending on the type of technology • Requires the sufficient number of academies and 3 officers with the sufficient Aptitude (Depending on the technology, you may require other technologies in order to learn them) • The higher the Politics rating of your officer, the shorter the research period will be
Upgrade	▲			• Upgrade your castle and its defenses • The cost changes depending on the type of upgrade • The higher the Politics rating of your officer, the shorter the construction time will be
Repair	▲	▲	⚓	• Repair a damaged base • Costs 1 Gold for each HP restored • You cannot repair a base when HP is already at max • The higher the Politics rating of your officer, the shorter the repair time will be
Market	▲		⚓	• Buy and sell Food, and buy horses and muskets • Requires a Trading Post (you are able to visit the market as many times as you have Trading Posts) • If you obtain the Civil Technology [Account Ledgers], then you will receive a more favorable market price • The higher the Politics rating of your officer, the more you will be able to buy or sell

PERSONNEL

Command	Castle	Fortress	Port	Description
Search	▲			• Search for new officers within your fief • The higher the Politics rating of your officer, the greater the chance of success • You may find gold or silver mines • If your Politics rating is high, you may employ the officer immediately after finding him
Employ	▲	▲	⚓	• Employ rōnin or prisoners within your territory • The higher the Politics rating of your officer, the easier it is to employ them
Recall	▲	▲	⚓	• Recall officers that are in the field back to base (any tasks they are performing will be canceled) • Depending on their orders, some officers cannot be recalled
Transfer	▲	▲	⚓	• Move officers to another base • Able to move multiple officers at the same time • Unable to move troops or supplies (Use the Military Command [Transport] instead)
Summon	▲	▲	⚓	• Call an officer from another base to you • Able to summon multiple officers at the same time

MILITARY

Command	Castle	Fortress	Port	Description
March	▲	▲	⚓	• Form a unit and send it to march • There is a limit to how many units can march at once (Province: 100, Your Clans: 200, Other Clans: 300) • While marching, units will consume 1,500 Food per month for every 3,000 troops
Draft	▲			• Increase troop levels (Popularity decreases by 10) • Requires a Barracks (The more Barracks you have, the more troops you can recruit in a single draft) • Can only do in summer and winter (If you know the technology [Division of Labor], you can draft troops all year round) • Costs 500 Gold • The higher the Leadership rating of your officer, the more troops you can recruit in a single draft

refer to bases where you can use that command

MILITARY (CONTINUED)

Command	Castle	Fortress	Port	Description
Procure	●		⚓	• Able to procure supplies (horses, muskets) • Horses require the structure [Ranch], while muskets require a Blacksmith (the more facilities you have, the more supplies you can gain in a single procurement) • Horses require the Cavalry Technology [Ranch], while muskets require the Musket Technology [Metallurgy] • Costs 1,000 Gold • The higher the Politics rating of your officer, the more supplies you can procure
Manufacture	●		⚓	• Manufacture siege weapons (Castles only) and ships (Ports only) • Siege weapons require a Factory, while ships require a Shipyard (you can build as many units as you have facilities) • Siege weapons require the Siege Technology [Rams], [Towers] or [Cannons], while ships require the Naval Technology [Boat], [Warship] or [Battleship] • The cost changes depending on the type of the siege weapon or ship • The higher the Politics rating of your officer, the shorter the manufacturing period
Delegate	●		⚓	• Set a base to automatically draft troops and procure horses and muskets
Transport	●	●	⚓	• Transport troops, supplies, etc. to another base • Food will be consumed while transporting goods
Fortress	●		⚓	• Form an Engineer Unit to build a fortress • The locations you can build at are predetermined • Costs 8,000 Gold (spent as the fortress is built) • Food will be consumed while building the fortress • The higher the Leadership rating of your officer and the more troops there are in the Engineer Unit, the shorter the construction period will be
Demolish	●	●		• Demolish a fortress you have built • Any supplies or troops in the fortress will be lost (use Transport to move them out before demolishing the fortress)

STRATEGY

Command	Castle	Fortress	Port	Description
Entice	●	●	⚓	• Recruit an officer from a neighboring enemy clan • The higher the Intelligence rating of your officer, the greater the chance of success • Does not work with officers that are related to the daimyō, retired or have a Loyalty of 100
Incite	●	●	⚓	• Incite the people in a neighboring fief's base in order to start a riot (facilities are damaged) • If Popularity is over 90, then the command will fail • The higher the Leadership rating of your officer, the greater the chance of success • Costs 500 Gold
Mislead	●	●	⚓	• Spread false information to the enemy unit, causing them to return to the base they marched from • Can only use when an enemy unit is marching in your territory or in a neighboring fief • Costs 400 Gold • The higher the Intelligence rating of your officer, and the lower of that of the enemy, the greater the chance of success
Rumor	●	●	⚓	• Spread rumors within the enemy unit, causing them to become Perturbed • Costs 300 Gold • Can only use when an enemy unit is marching in your territory or in a neighboring fief • The higher the Intelligence rating of your officer and the lower the enemy's Intelligence and Morale, the greater the chance of success
Raid	●	●	⚓	• Secretly send out a unit to march and raid the enemy unit • If successful, the enemy unit will be confused; if unsuccessful, your unit will be confused • Requires 3,000 troops • Does not cost any Gold • If the enemy unit invades territory (unit that divides the fief) under your control, then you can issue the command from within your territory or from a neighboring fief • The higher the Leadership rating of your officer and the lower the enemy's Leadership and Morale, the greater the chance of success
Inspire	●	●	⚓	• Encourage an allied unit, raising its Morale and changing its status to Inspired • Can only use when an allied unit is marching within your territory or in a neighboring fief • Costs 500 • The higher the Intelligence rating of your officer, the greater the chance of success

DIPLOMACY

Command	Castle	Fortress	Port	Description
Alliance	●			• Ask to form an alliance with another clan (60 months) • If an alliance is formed, you cannot attack or use strategies against one another • The higher your Fame, and the lower the Fame of your ally, the greater the chance of success • The higher the Politics rating of your officer, and the better the affinity with the other daimyō , the greater the chance of success
Dissolve	●			• Dissolve an alliance with another clan • Your Fame and Popularity will decrease, and you will lose the trust of the other daimyō

DIPLOMACY (CONTINUED)

Command	Castle	Fortress	Port	Description
Request	▲	▲	⚓	• Ask for reinforcements to attack an enemy base or to help defend your own base (6 months) • Can only ask one of your allies • The higher the Politics rating of your officer, and the better the affinity with the other daimyō, the greater the chance of success
Negotiate	▲			• Ask to learn a new technology from another clan • Can only ask one of your allies • The higher the Politics rating of your officer, and the better the affinity with the other daimyō, the greater the chance of success • Higher level technologies are more difficult to receive
Truce	▲	▲	⚓	• Request a truce with another clan you are currently at war with (6 months) • Can only be used when you are attacked by another clan • The higher the Politics rating of your officer, and the better the affinity with the other daimyō, the greater the chance of success • If you have a priest with you, the truce is guaranteed to succeed
Demand	▲			• Demand that another clan return one of your prisoners • The higher the Politics rating of your officer, and the better the affinity with the other daimyō, the greater the chance of success • If you have a priest with you, the demand is guaranteed to succeed
Threaten	▲			• Threaten another clan into surrendering to you • If successful, you will obtain all of the other clan's land and assets and it will be eliminated • The higher your Fame and the lower the Fame of your opponent, the greater the chance of success • The higher the Politics rating of your officer, and the better the affinity with the other daimyō, the greater the chance of success

REVIEW

Command	Castle	Fortress	Port	Description
Reward	▲	▲	⚓	• Increase the stipend of your officers • The Loyalty of your officers will increase and they will be more likely to be [Pleased]
Item	▲	▲	⚓	• Give and seize Items • Giving an officer an Item will increase his Loyalty, while seizing an Item from him will cause it to decrease • Depending on the giving and seizing of Items, the officer's abilities/aptitudes will change accordingly
Title	▲	▲	⚓	• Give and seize Titles • Can automatically appoint and promote • Giving an officer a Title will increase his Loyalty, while seizing a Title from him will cause it to decrease • Depending on the giving and seizing of Titles, the number of troops the officer can command will change accordingly
Rank	▲	▲	⚓	• Give and seize Ranks • Can automatically appoint and promote • Giving an officer a Rank will increase his Loyalty, while seizing a Rank from him will cause it to decrease • Depending on the giving and seizing of Ranks, the Leadership and Politics ratings of the officer will change accordingly
Marry	▲	▲	⚓	• Marry a maiden to one of your officers, making him one of your kin • Can only be done when you have a maiden in your territory • Depending on the maiden the officer is to marry, the officer's aptitude can increase
Retire	▲	▲	⚓	• Retire the current daimyō and make another officer (selected from your kin) the new daimyō • Can only be done at the base where the daimyō resides (requires the current daimyō and new daimyō to be in the same base) • Officers that have retired remain in the base as a retired officer
Punish	▲	▲	⚓	• Execute or release one of your officers, or prisoners that you have captured • Executing officers causes your Fame to decrease • Releasing prisoners you have captured causes your Fame to increase

PROVINCE

Command	Castle	Fortress	Port	Description
Form	▲	▲	⚓	• Form a new province and delegate matters of strategy and warfare to its commander • Can only use when you have multiple bases and officers
Edit	▲	▲	⚓	• Change the province make-up by base • By assigning a base containing a province's commander to another province, that province will be absorbed into the new one
Orders	▲	▲	⚓	• Change the province's orders

refer to bases where you can use that command

INFO

Command	Castle	Fortress	Port	Description
Overview				• View information on your entire clan
Bases				• View information on your bases
Officers				• View information on the officers in your clan

UNIT COMMANDS

Objective	• Only displayed for allied units • Change the objective for the unit
Orders	• Only displayed for allied units • Change the orders for the unit
Inspire	• Only displayed for allied units • Rally a unit that is currently marching
Entice/Mislead/Rumor/Raid	• Only displayed for enemy units • Can use as a command against the enemy unit
[Tactic Name]	• Only displayed for allied units • Call forth a Tactic during battle • Only displayed when a Tactic can be used
Info	• Displays unit information

MENU COMMANDS

Press the START button during the game

Save	• Save your play data during a game
Load	• Load data and resume a previously saved game
Message Log	• Display the messages that have appeared during the game
Game Settings	• Adjust the game settings (➡P.06)
Quit	• Quit the game and go back to the Start Menu (➡P.04)
Autoplay	• Give control of the game to the computer and watch it play on your behalf

HELP COMMANDS

Press the SELECT button during the game

Help	• Explains the commands currently being executed (depends on current conditions)
Objective	• Explains the objective necessary to complete the Challenge Mode (depends on current conditions)
Task	• Explains the objective necessary to complete the Tutorial (depends on current conditions)
Commands	• Gives an explanation of the commands
Game Outline	• Explains how to advance the game
Glossary	• Explains the terms used in the game

Information

Pressing the L2 button brings up the Information Menu. Selecting a topic from the menu will bring up a list.

◆ Clans (Pressing the L2 button on the list will display the main map)

Basic	Fame	Increases and decreases based on the clan's actions (➡P.14)
	Gold	The total amount of Gold the clan owns
	Food	The total amount of Food the clan owns
	Troops	The total amount of Troops the clan has
Daimyō	Daimyō	The name of the daimyō for the clan
	Bases	The number of bases under the clan's control
	Officers	The number of active officers currently in the clan
	Maidens	The number of maidens in the clan
Resources	Gold	The total amount of Gold the clan owns
	Income	The total income of the clan
	Food	The total amount of Food the clan owns
	Spring Harvest	The amount earned in the Spring harvest
	Summer/Winter Harvest	The amount earned in the Summer/Winter harvest
	Fall Harvest	The amount earned in the Fall harvest
Diplomacy	Alliance Term	The remaining length of the alliance
	Truce Term	The remaining length of the truce
	Request Originator	Clan that requested reinforcements
	Contents	Type of reinforcements requested (Attack/Defense)
	Objective	The base that is requesting the reinforcements.
	Request Term	The remaining length of the request
	Coalition Target	The clan that is the target of the Coalition
	Coalition Term	The remaining length of the Coalition
Military	Troops	The total number of troops in the clan
	Horses	The total number of horses in the clan
	Muskets	The total number of muskets in the clan
	Rams	The total number of rams in the clan
	Towers	The total number of towers in the clan
	Cannons	The total number of cannons in the clan
Ships	Troops	The total number of troops in the clan
	Boats	The total number of boats in the clan
	Warships	The total number of warships in the clan
	Battleships	The total number of battleships in the clan
Technology	Researching	Technology currently being researched by the City Command [Research]
	Completion	The remaining time needed to research the technology
	Learning	Technology being learned through the Diplomacy Command [Negotiate]
	Completion	The remaining time needed to learn the technology
Infantry - Civil	Academies	The total number of academies in the clan
	Technologies	The total number of technologies the clan has obtained
	[Technology Names]	Displays technologies that have been obtained, [Researching/Learning] are technologies that are currently being researched or taught

◆ Bases

Basic	Type	The type of the base (Castle/Fortress/Port)
	Clan	The name of the clan in charge of the base
	Officers	The number of active officers in the base
	Prisoners	The number of prisoners in the base
	Rōnin	The number of rōnin in the base
Troops	Popularity	The level of your Popularity in the base
	Troops	The number of troops in the base
	Injured	The number of injured troops in the base (will gradually decrease as troops heal from their injuries)
	Status	The status of the base (Normal/Attack/Defense)
	Morale	The morale of the troops within the base
	Front Line	[✓] are bases that are adjacent to enemy bases

Income	Income	The income in Gold of the base
	Spring Harvest	The amount of the Spring harvest of the base
	Summer/Winter Harvest	The amount of the Summer/Winter harvest of the base
	Fall Harvest	The amount of the Fall harvest of the base
	Riot	[✓] are bases that are currently experiencing a riot
District	Type	The type of the base (Castle/Fortress/Port) (➡P.14)
	Districts	The number of districts built in the base
	Max Districts	The maximum number of districts that can be built within the base
Location	Country	The name of the area that the base resides in
	Province	The province that is in charge of the base
	Governor	The name of the governor of the base
Upgrades	HP	The HP of the base
	Max HP	The maximum HP of the base
	Terrain	The terrain the base lies on (Flatland/Mountainous/Port) (➡P.14)
	Gates	The number of gates in the base
	Tactics	The Base Tactics (➡P.39) that are available
	Main Keep	The type of the main keep of the base (➡P.22)
	Gate Type	The type of gates (➡P.22) in the base
	Fence	The type of fence (➡P.22) surrounding the base
	Outer Bulwark - Battery	Upgrades your castle possesses will have a [✓] under the heading
Military	Troops	The number of troops the base has
	Horses	The number of horses the base has
	Muskets	The number of muskets the base has
	Rams	The number of rams the base has
	Towers	The number of towers the base has
	Cannons	The number of cannons the base has
Ships	Troops	The number of troops within the base
	Boats	The number of boats the base has
	Warships	The number of warships the base has
	Battleships	The number of battleships the base has

◆ Provinces

Basic	Gold	The amount of Gold the province has
	Food	The amount of Food the province has
	Troops	The number of troops the province has
	Bases	The number of bases under the province's control
	Officers	The number of active officers within the province
Income	Gold	The amount of Gold the province has
	Income	The income of the province
	Food	The amount of Food the province has
	Spring Harvest	The amount of the Spring harvest of the province
	Summer/Winter Harvest	The amount of the Summer/Winter harvest of the province
	Fall Harvest	The amount of the Fall harvest of the province
Military	Troops	The number of troops the province has
	Horses	The number of horses the province has
	Muskets	The number of muskets the province has
	Rams	The number of rams the province has
	Towers	The number of towers the province has
	Cannons	The number of cannons the province has
Ships	Troops	The number of troops the province has
	Boats	The number of boats the province has
	Warships	The number of warships the province has
	Battleships	The number of battleships the province has
Orders	Attack	The province's attack policy (Only displayed for provinces that are delegated)
	Target	The province's attack objective (Only displayed for provinces that are delegated)
	Transport	The province's transport policy (Only displayed for provinces that are delegated)
	Destination	The province's transport objective (Only displayed for provinces that are delegated)

◆ Units (Only displayed for units that are marching/transporting)

Basic	Type	The type of the unit (➡P.36)
	Troops	The number of troops in the unit
	Injured	The number of injured troops in the unit
	Status	The status of the unit (➡P.38)
	Morale	The unit's morale
	Ship	The type of ship the unit uses to cross the sea
Abilities	Type	The type of the unit (➡P.36)
	Troops	The number of troops in the unit
	LEA (Leadership)	The unit's Leadership rating (➡P.51)
	VAL (Valor)	The unit's Valor rating (➡P.51)
	INT (Intelligence)	The unit's Intelligence rating (➡P.51)
Commands	Province	The province that the unit belongs to
	Base	The name of the base where the unit belongs
	Orders	The unit's current orders
	Objective	Where the unit is headed (Transport)
Officers	Officer 1/Officer 2	The names of the officers assigned to the unit
Land	Type	The type of the unit (➡P.36)
	Attack Method	The type of attack when on land (Melee/Bow/Musket/Cannon)
	Attack	The attack ability of the unit when on land
	Damage	The destructive ability of the unit against facilities when on land
	Range	The range of the unit when on land
	Defense	The defense of the unit when on land
	Mobility	The mobility of the unit when on land
	Attack Speed	The attack speed of the unit when on land
Naval	Ship	The type of ship the unit uses to cross the sea
	Attack Method	The type of attack when on water (Melee/Bow/Musket/Cannon)
	Attack	The attack ability of the unit when on water
	Damage	The destructive ability of the unit against facilities when on water
	Range	The range of the unit when on water
	Defense	The defense of the unit when on water
	Mobility	The mobility of the unit when on water
	Attack Speed	The attack speed of the unit when on water
Orders	Tactics	The orders for using Tactics (Manual/Auto)
	Enemy Units	The orders for when the enemy is nearby (Attack/Ignore)
	Subsequent Orders	What to do when the first objective is finished (Attack/Return)
	Sieges	How to attack the enemy base (Attack/Surround)
	Pursuit	Pursue the targeted unit when it flees (Permit/Forbid)
	Retreat	Allow the unit to decide when to retreat (Permit/Forbid)
	Officer	Actions of the transport officers (Recall/Enter)
	Construct	Start building when arriving at the construction site (Permit/Forbid)
Transport	Troops	The number of troops in the unit
	Horses - Battleships	The types and number of supplies the unit is transporting

◆ Items

Effect	Effect	The effect gained by possessing the Item
	Tactic	The Tactics you can equip by possessing the Item
	Owner	The officer that currently possesses the Item
	Clan	The clan that owns the Item
Details	Type	The type of the Item
	Quality	The quality of the Item (1 [low] - 10 [high])

◆ Titles

Effect	Class	The class of the Title (High: Upper 1st Class - Low: Lower 12th Class)
	Effect	The effect gained by holding the Title
	Officer	The officer that currently holds the Title
	Clan	The clan that owns the Title
Conditions	Fame	The necessary Fame to hold the Title
	Necessary Countries	The necessary countries to hold the Title

◆ Ranks

Effect	Class	The class of the Rank (High: Upper 1st Class - Low: Lower 12th Class)
	Effect	The effect gained by holding the Rank
	Officer	The officer that currently holds the Rank
	Clan	The clan that owns the Rank
Conditions	Fame	The necessary Fame to hold the Rank

◆ Officers

Abilities	Status	The officer's status
	LEA (Leadership)	Mainly affects battle-related actions
	VAL (Valor)	Affects the damage of Tactics
	INT (Intelligence)	Mainly affects strategy-related actions
	POL (Politics)	Mainly affects city-related actions
	Available	[✓] are officers that are not currently doing anything
	Scheduled Return	The estimated number of days before the officer finishes the current task and returns to base
	Health	The officer's current health. When the officer is not healthy, his abilities will drop considerably
	Unit Size	The max number of troops the officer is able to lead
	Kin	Officers that are kin (➡P.43) of the daimyō are labeled with a [✓]
Service	Clan	The name of the clan where the officer currently serves
	Kin	Officers that are kin (➡P.43) of the daimyō are labeled with a [✓]
	Loyalty	The higher this is, the less likely the officer is to betray you
	Stipend	The amount of Gold the officer receives each January
	Satisfaction	The officer's satisfaction with their stipend (Pleased/Normal/Displeased) (➡P.42)
	Virtue	The higher this is, the less likely the officer is to betray you
	Yrs. Service	The number of years the officer has served the current clan
	Age	The age of the officer
Base	Ruler	The name of the base where the officer resides
	Location	Where the officer currently is ([On Duty] will be displayed when executing commands, and the name of the unit will be displayed when marching)
	Status	The status of the officer
	Items	The number of Items the officer possesses
	Title	The name of a Title the officer possesses
	Rank	The name of a Rank the officer possesses
	Clan	The name of the clan the officer belongs to
	Province	The name of the province the officer is a member of
Orders	Orders	Current command
	Objective	The officer's movement/orders objective
	Location	Where the officer currently is ([On Duty] will be displayed when executing commands, and the name of the unit will be displayed when marching)
	Scheduled Arrival	The estimated number of days before the officer arrives at another clan, etc.
	Scheduled Return	The estimated number of days before the officer finishes the current task and returns to base
Aptitude	Infantry - Civil	The officer's aptitude towards technology, with S>A>B>C>D
Infantry - Strategy	Tactic Name	Tactics that the officer knows are labeled with a [✓]
	Aptitude	The officer's aptitude for that Tactic category, with S>A>B>C>D
	Experience	The amount of experience the officer has for that Tactics category (0-1,000)

Hints & Tips

Learn these topics to get even more enjoyment out of "Nobunaga's Ambition: Iron Triangle"!

◆ How much can I trust a "recommended" officer?

When considering a command that has the possibility of success or failure, a [✓] mark will be listed next to recommended officers. However, just because an officer is recommended does not mean he will not fail. Recommendations are made by the officer with the highest Intelligence rating in the base. If all of the officers in the base have low Intelligence, you should be wary of following the recommendations. Conversely, if Intelligence is over 100, it is highly likely that the officer will succeed. (However, conditions may change before the command is finished, thereby lowering the odds of success.)

You cannot trust a recommended officer with low Intelligence.

◆ Do officer abilities increase over time?

Officer abilities can be increased with Items and Ranks, but they can also increase by successfully completing commands such as Tactics or Entice. However, the chances of them going up are very low, so you should look at any increases as a bonus rather than expect them. In addition, the officer's aptitudes can be increased through Items or by marrying a maiden.

By successfully carrying out commands, an officer's abilities may increase.

◆ Entertaining visitors to the fief...

By building specific districts, visitors may come to visit your base (Tea Masters will come to Bazaars, Priests will come to Temples, Officials will come to Forums and Westerners will come to Colonies). These visitors can provide you with Items, and priests can help ensure that your requests for truces or to return prisoners succeed (➡P.33). Officials can provide you with Ranks and Westerners can give you muskets. This makes visitors to your fief a most positive thing. It costs a lot of money to build Markets, Temples, Forums and Colonies, but once built, they will prove their worth over time.

If a priest is visiting your base, negotiate for a truce or to have prisoners returned.

◆ A coalition has been formed...

When one clan gets rather large, the other clans may combine to oppose it in a coalition. The forces participating in a coalition agree to form a truce and to attack the target. Coalitions normally continue for a period of 2 years. Clans in the coalition that participate in the attack will gain Fame, while those who refuse will lose Fame.

In Scenario 3, the Oda Clan starts off the game being the target of a coalition.

◆ The effects of nature...

When disasters strike your fiefdom, a variety of damages can occur.

Bounty	Harvest from paddies is doubled
Drought	Harvest from paddies is reduced to 0
Plague	Decreases number of troops in bases and units
Typhoon	Structures are destroyed or lose HP, units lose troops and are confused
Blizzard	Unit mobility decreases

By obtaining the Civil Technology (➡P.29) [Improved Grain], you can protect against droughts, and [Antibiotics] can eliminate the damage caused by plagues.

There is no way to protect against disasters other than with technology.

WARRANTY

90-day limited warranty
KOEI Corporation warrants to the original consumer purchaser that this game DVD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game DVD, at its option, free of charge.

To receive this warranty service:

1. Register your game online at http://registration.koei.com.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game DVD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at **(650) 692-9080**, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game DVD, enclose your name, address and phone number, and return the game DVD, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the game DVD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support
For information on other KOEI games, or to find hints on specific titles, please visit our website at: **www.koei.com**

Manual Design: YUMEX
This software uses fonts provided by Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc.

KOEI®

REGISTER YOUR GAME TODAY!

Register your game online and voice your opinion on
KOEI products at the official KOEI Product Registration site.

registration.koei.com

PRODUCT REGISTRATION CODE: **040198001953**

Registration is quick and easy. Your opinion is important
and helps us develop even better games. Join the legions of fans
in shaping future KOEI titles today!

Software and documentation. ©2005-2009 KOEI Co., Ltd.